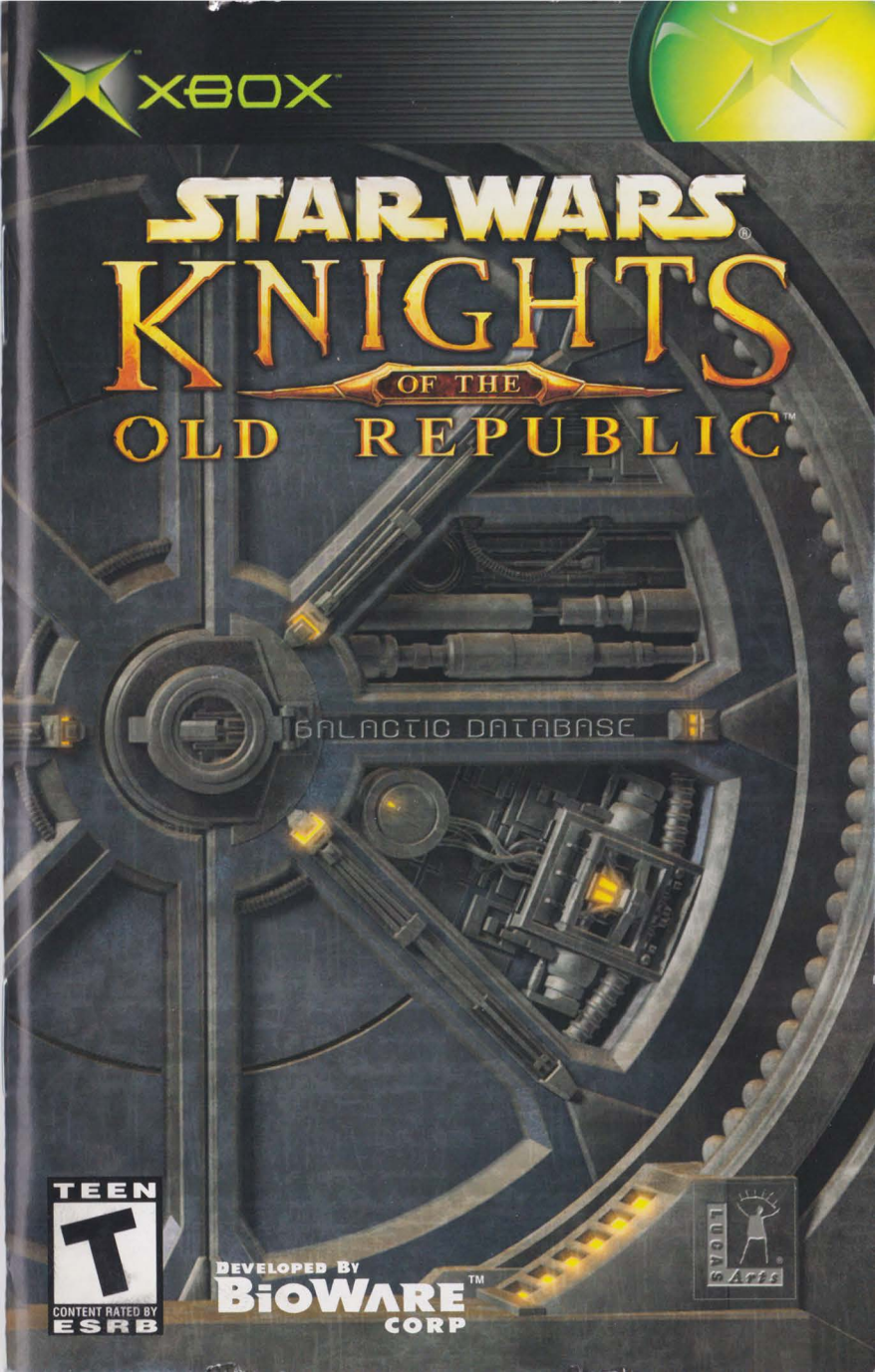
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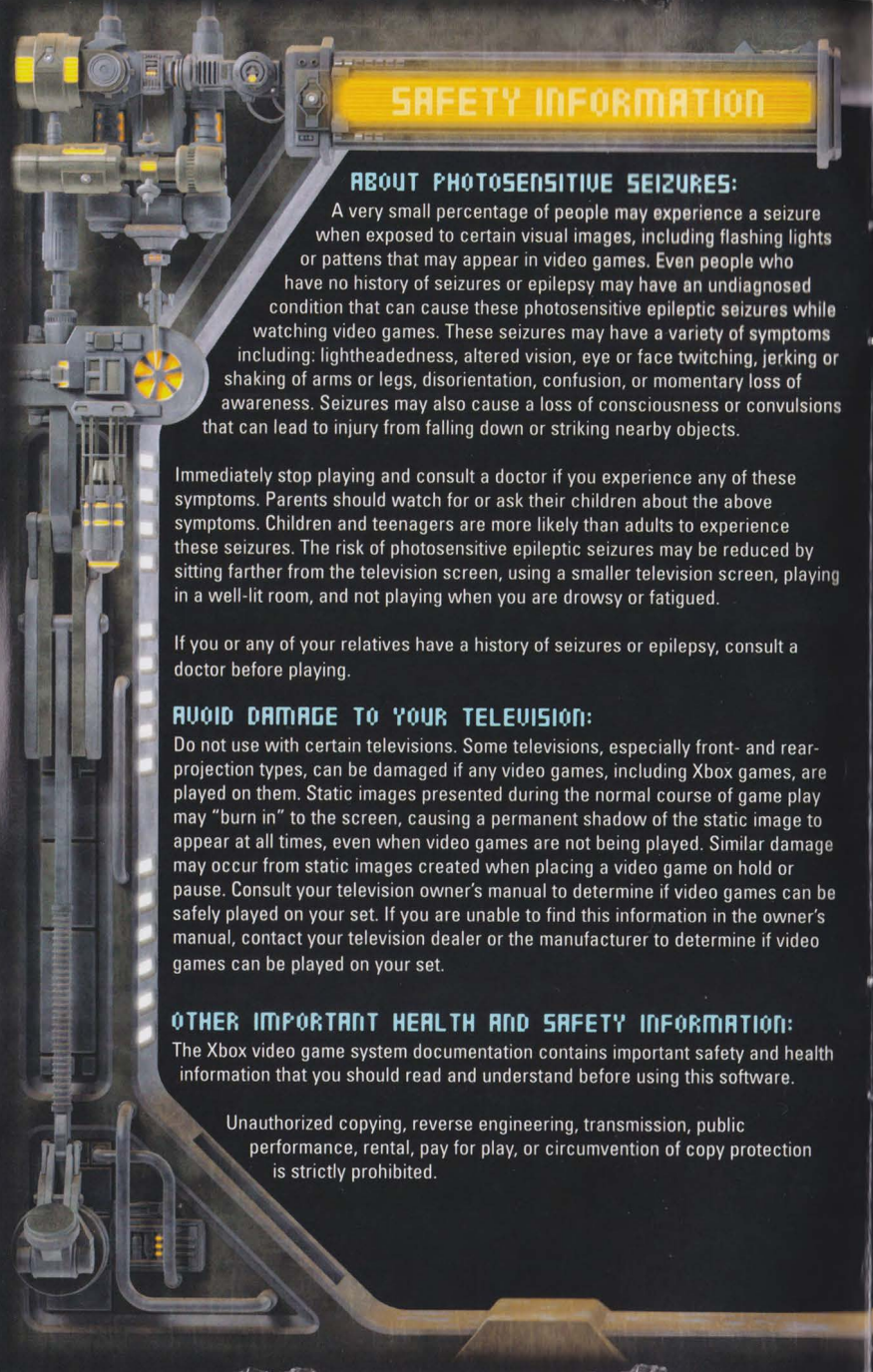

SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES:

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or pattens that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause a loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms. Children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

AVOID DAMAGE TO YOUR TELEVISION:

Do not use with certain televisions. Some televisions, especially front- and rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION:

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

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CONNECT TO XBOX *LIVE*

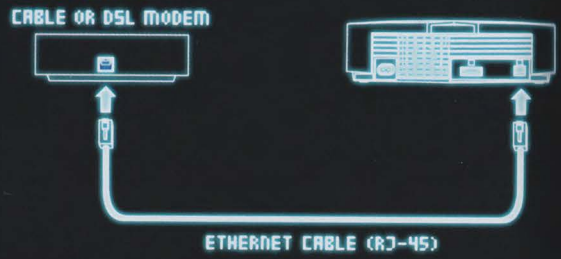
Important! Before using this product, read the Xbox Instruction Manual for important safety information and health warnings. NOTE: You do not need Xbox *Live*™ to play ***Star Wars*®: Knights of the Old Republic™**.

STEP 1: CONNECT

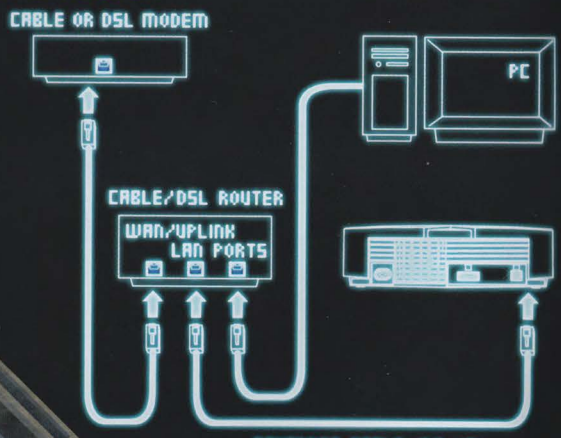
To connect your Xbox console directly to broadband, see diagram A. Or, to share your broadband connection with a PC, see diagram B.

For more details and other home networking options, including Internet connection sharing, see www.xbox.com/live.

A. Direct Connection



B. Shared Connection



STEP 2: GO LIVE

Important! Xbox *Live* is a subscription service. You will need a subscription code to set up an Xbox *Live* account and play online. To find out how to get a subscription code, visit your local retailer or see www.xbox.com/live.

You'll need to set up an Xbox *Live* account to play games online. Here's how:

1. Insert an Xbox *Live* Starter Kit disc or game disc into the disc tray. Check game packaging to see if the game supports Xbox *Live* play.

2. From within the game, select the option for Xbox *Live*. At this point, the Xbox console will try to go online. If it works, create your Xbox *Live* account by following the instructions on screen and entering your subscription code when prompted.

If the Xbox console can't go online automatically, you'll get an error message. Go on to Step 3.

STEP 3: CONFIGURE (IF NECESSARY)

If you can't go online automatically, use Network Setup in the Xbox Dashboard to enter some network settings. You may need to enter information such as a host name, a MAC address, or an ISP user name and password. Contact your broadband service provider if you don't have this information. Once you have the information, enter it in the Xbox Dashboard.

NEED MORE HELP?

Should you have any problems connecting to the Xbox *Live* service, do not attempt to take apart, service, or modify the Xbox console or peripherals in any way. Doing so could present the risk of serious injury or death from electric shock or fire and will also void your warranty. For additional assistance see www.xbox.com/live or call the Customer Support number:

- United States and Canada: 1-800-4MY-XBOX (1-800-469-9269)

- TTY users (requires special equipment for hard of hearing): United States and Canada: 1-800-740-9269 or 1-425-635-7102

SETUP

USING THE XBOX™ VIDEO GAME SYSTEM

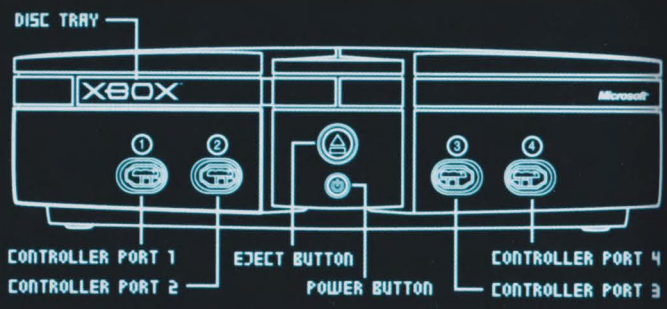
1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.

2. Press the power button and the status indicator light will light up.

3. Press the eject button and the disc tray will open.

4. Place the ***Star Wars*: Knights of the Old Republic** disc on the disc tray with the label facing up and close the disc tray.

5. Follow onscreen instructions and refer to this manual for more information about playing ***Star Wars*: Knights of the Old Republic**.



AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods while not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to disc.

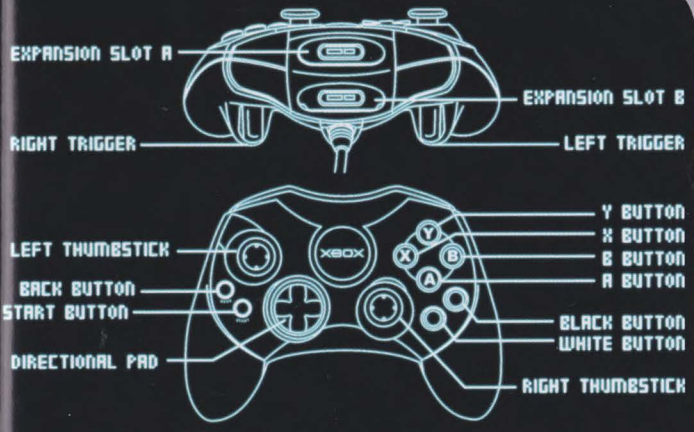
CONTROLS

USING THE XBOX CONTROLLER

1. Insert the Xbox controller into any controller port of the Xbox console.

2. Use the hard disk if you wish to save your progress.

3. Follow onscreen instructions and refer to this manual for more information about using the Xbox controller to play ***Star Wars:*** **Knights of the Old Republic**.



Left Thumbstick . . Controls movement of the selected character.
Right Thumbstick . Camera control. Press LEFT or RIGHT to rotate the camera. Click for free look.
Directional Pad . . . Use to cycle through the Action menu.
A button . . . . . Default action.
B button . . . . . Cancel
Y button . . . . . Delete action from Action queue.
X button . . . . . Add action to Action queue.
Black button . . . . . Cycle through characters.
White button . . . . . Combat pause
START button . . . . . Access in-game menus.
Back button . . . . . Toggle Solo mode.
Left trigger . . . . . Cycle through targets or cycle through menus.
Right trigger . . . . . Cycle through targets or cycle through menus.

INTRODUCTION

A LONG TIME AGO IN A GALAXY FAR, FAR AWAY....

Four thousand years before the rise of the Galactic Empire, the Republic verges on collapse. DARTH MALAK, last surviving apprentice of the Dark Lord Revan, has unleashed an invincible Sith armada upon an unsuspecting galaxy.

Crushing all resistance, Malak's war of conquest has left the Jedi Order scattered and vulnerable as countless Knights fall in battle, and many more swear allegiance to the new Sith Master.

In the skies above the Outer Rim world of Taris, a Jedi battle fleet engages the forces of Darth Malak in a desperate effort to halt the Sith's galactic domination....

MAIN MENU

NEW GAME

Starts a new game of ***Star Wars:*** **Knights of the Old Republic.**

LOAD GAME

Loads a previously saved game. Select the appropriate file using the directional pad or left thumbstick, and then press the A button to load.

MOVIES

Watch any movie seen while playing the game. Select the appropriate file using the directional pad or left thumbstick, and then press the A button to view the selection.

OPTIONS

Adjust sound, controls, and other preferences. See Options on page 17.

GAME SCREEN

1. TARGET INFORMATION

The target box provides information on the current target, including their name, their current status and their current vitality points. A blue target box indicates non-hostile characters or creatures, as well as items such as doors and containers. A red target box indicates hostile characters or creatures. To cycle between targets, pull the left or right triggers.

2. MINI-MAP

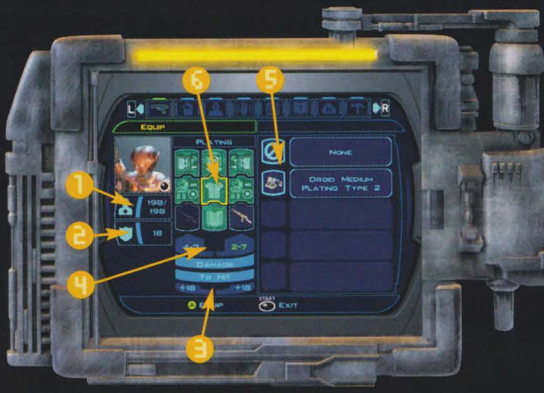
A small map that shows the character's immediate surroundings as well as the character's heading.

3. ACTION MENU

This is how you access a party member's skills, feats, items and Force powers. The icons on this menu can be cycled through at any time by using the directional pad. The icons in the Action menu will change depending on whether the targeting circle is on a door, a container, a friendly creature or an enemy. A highlighted icon can be activated by pressing the A button. The icon on the far left is always the default action for the target: OPEN for doors or containers, DIALOG for friends, and ATTACK for enemies. The second icon shows your feats and skills. The third icon shows offensive Force powers like Choke and Force Lightning. The fourth icon is for offensive items like grenades; the fifth shows defensive Force powers like Heal and the icon on the far right shows defensive items like medpacs.

IN-GAME MENUS

Press the START button during your adventure to access the various in-game menus. Use the left and right triggers to move through each menu screen and use the left thumbstick or directional pad to move the cursor onto each screen.



EQUIP

1. Vitality: The amount of "health" character has (Current / Maximum).

2. Defense Rating: The character's current defense rating.

3. Attack Bonus/Left and Right (Main) Hands: The attack bonus for each hand.

4. Damage/Left and Right (Main) Hands: The damage caused by the weapon equipped in each hand.

5. Available Equipment: Equipment that can be used in the highlighted slot.

6. Armor and Weapons Slots: Characters can equip various armor, weapons or items in each of these slots. Each slot displays the currently selected armor, weapon or item. Highlighting a slot with the cursor and pressing the A button will allow you to read a description of the equipped item.

Any equipment in a character's inventory that will work in a particular slot is displayed on the right-hand side of the screen. Highlight the item with the cursor to read its description. To equip an item in a slot, highlight the slot location with the cursor using the left thumbstick or the directional pad, and then press the A button to confirm selection. Next, highlight the item to equip in the slot, and then press the A button to confirm item selection. The character will now be equipped with that item.

NOTE: Equipment is restricted to a specific location on a character's body. Also, droids and humanoids have slightly different equipment slots.

Here are the various slot locations on each character:

A. Utility/Implant
B. Sensor/Head
C. Utility/Hands
D. Special Weapon/Left Arm
E. Plating/Body

F. Special Weapon/Right Arm
G. Left Weapon
H. Shield/Belt
I. Right Weapon

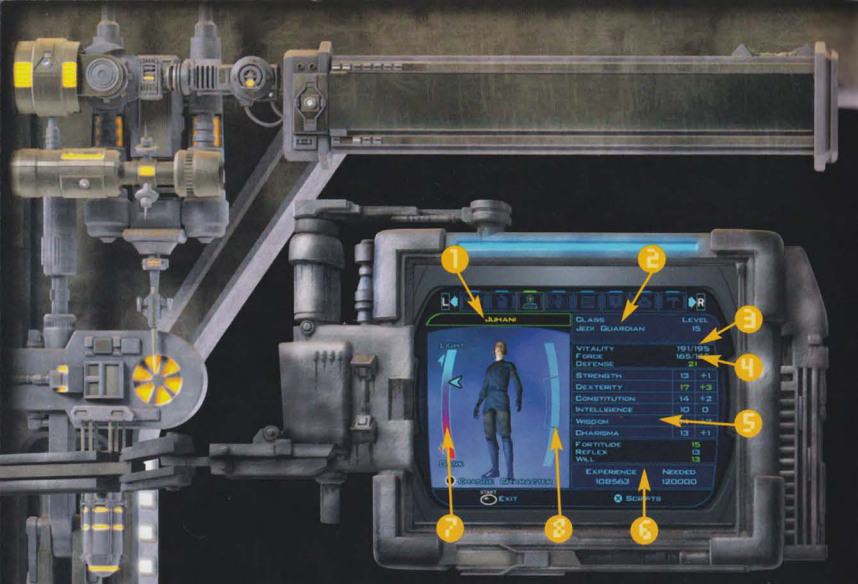
PARTY INVENTORY

The Party Inventory screen shows everything your party is carrying that is not currently equipped by a character or otherwise in use. Any character in the party can use items from this Inventory screen, as long as the character is not restricted from using them.

Filtering Items: By pressing the X button the Inventory list can be filtered so that it only lists the quest items, the useable items, the equipable items, the utility items or the new items.

Using Items: There are several ways to use items in the game. Items can be used off of the Action menu on the Main screen, or they can be used on the Inventory screen by selecting them and pressing the A button.

Reading Items: To read a description about a certain item, including its use and other statistics, move the cursor over the item to highlight it. Use the right thumbstick to scroll the text description UP or DOWN.



CHARACTER INFO

1. Character Name

2. Character Class(es) and Current Level

3. Vitality Points: The character's current and maximum vitality points.

4. Force Points: The character's current and maximum number of Force points.

5. Attributes: The current scores for each key attribute.

6. Experience: The character's current experience point (XP) total and the number of experience points needed to achieve the next level.

7. Light and Dark Side Meter: The background color, as well as the character's facial expression and stance, shows where that character sits on the spectrum of good and evil. All of the actions that the character makes throughout the game will have a subtle effect on that character's alignment to the light and dark side of the Force.

8. Character States: During gameplay both harmful and beneficial effects can be applied to your character. A stack of icons is displayed to the right of your character indicating how they are being affected. Go to page 46 for more information on each icon.

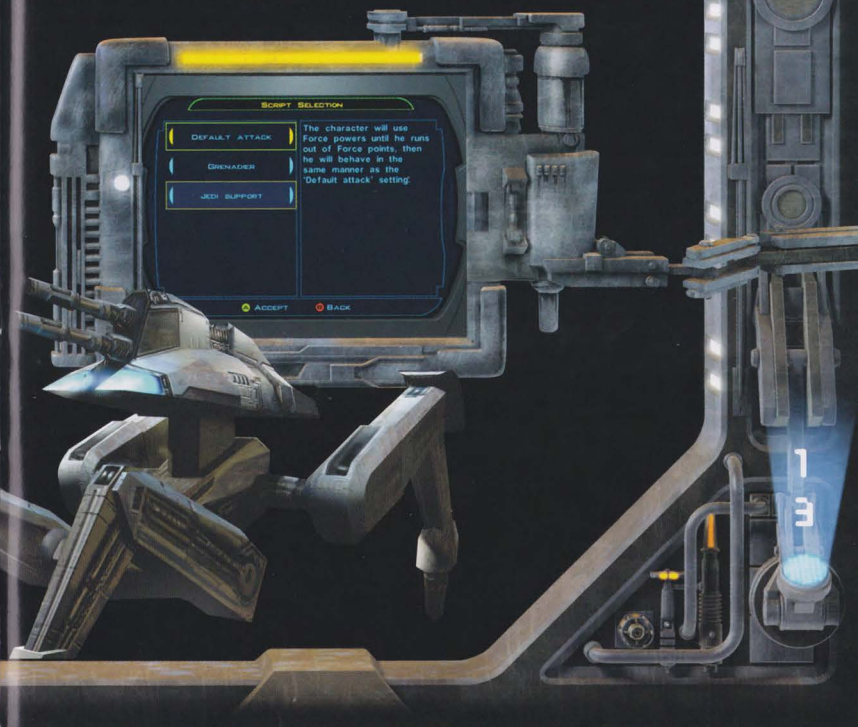
SCRIPTS

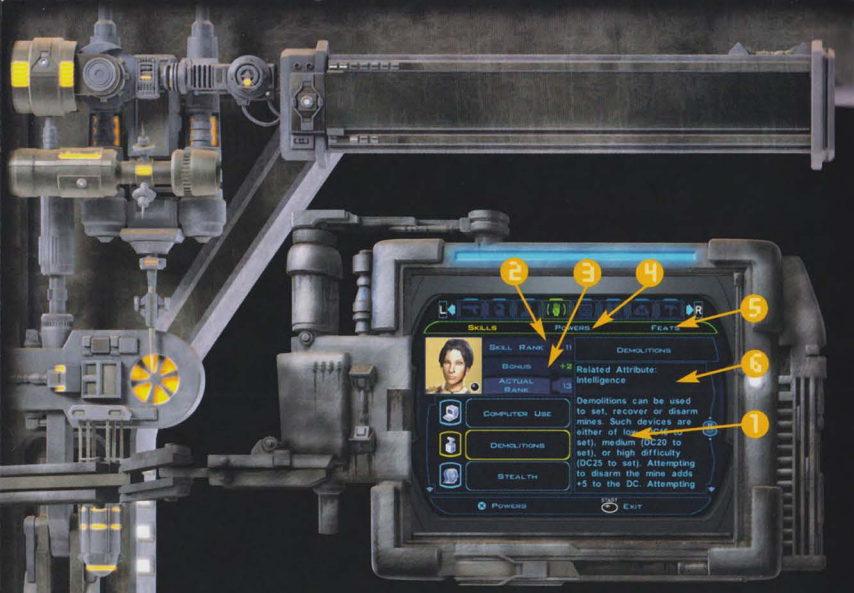
Set up simple commands for party members when they're not under direct control. Press the X button while viewing a character sheet to assign one of the following actions.

Default Attack: Characters will attack the nearest enemy using their equipped weapon. They will use feats, Force powers and occasionally medpacs. This is the most balanced combat action.

Grenadier: Characters will use grenades in combat when appropriate. If party members are in danger of being caught within the blast radius, or if there is only one target, a grenade will not be used. Otherwise, the character will follow the Default Attack action.

Jedi Support: Characters will use Force powers until they have no Force points remaining. When all Force points have been depleted, the character will follow the Default Attack action.





ABILITIES

1. Description Window: The Description Window contains the detailed information for the currently highlighted skill, feat or Force power.

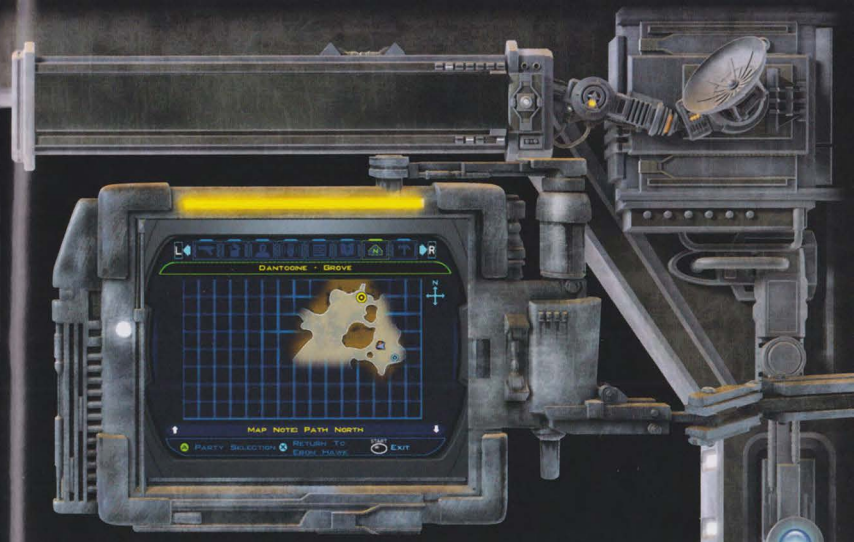
2. Skill Rank: The selected character's current rank in that skill.

3. Bonus: The applied bonus for that particular skill.

4. Force Powers Menu: This is only available to characters in one of the Jedi classes. The description of the Force power is displayed here.

5. Feats Menu: Some feats may require that another feat be obtained as a prerequisite.

6. Related Attribute: The key attribute for that skill. Raising this attribute may help the related skill.



MAP/PARTY MANAGEMENT

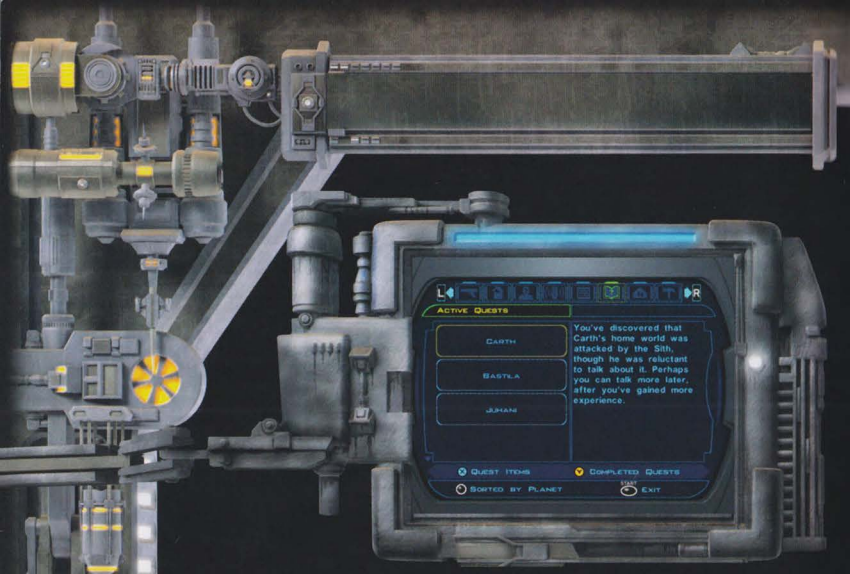
The Map screen shows your location on the current level. Important locations are marked with map nodes. As you explore more of the area, more of the map will be revealed.

Party Management: From the Map screen, press the A button to enter the Party Management screen. Highlight the character to add to party, and then press the A button. Highlight **Done**, and then press the A button to confirm selections and return to the Map menu.

NOTE: There are only two additional slots for party members. Completing some missions may require certain party members to possess certain skills, so balance the party carefully.

Returning to the *Ebon Hawk* or Home Base: To instantly return to the *Ebon Hawk* or a particular home base, press the X button at any time during gameplay.

NOTE: Returning to the *Ebon Hawk* can only be used when the party is in a safe situation. This option cannot be used during combat, and in some areas of the game this option is completely disabled.



QUESTS

Active Quests: This screen shows a quick summary of all of the currently active quests. Use the directional pad to highlight each of the active quests and view the current information on it. Press the Black button to sort the quests by NAME, ORDER RECEIVED, PRIORITY or PLANET.

Quest Items: This option displays quest-related items that have been collected. These items are linked directly to plot events and cannot be sold in normal stores.

Completed Quests: When selecting this option, it contains a list of all of the quests that have been completed and general information about each one.

MESSAGES

The Messages screen will keep a log of the most recent critical information for the current area. When entering a new load point, this information is discarded, and will begin again in the new area.

OPTIONS

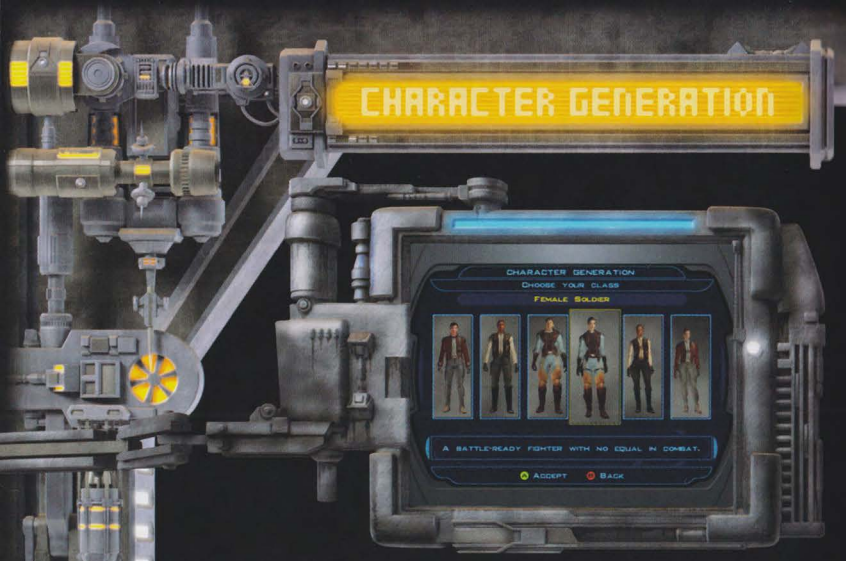
Highlight any of the following options by pressing the directional pad or left thumbstick UP or DOWN, and then press the A button to confirm selection.

LOAD GAME: Load any previously saved game. Press the directional pad or left thumbstick UP or DOWN to highlight the correct saved game file, and then press the A button to confirm the selection.

SAVE GAME: Save a game in progress. Press UP or DOWN on the directional pad to highlight an empty slot or to select a previously saved game and overwrite the existing data, and then press the A button to confirm the selection. To delete a previously saved game, highlight the game data and press the X button. Remember, deleting a previously saved game is permanent—be careful when deleting saved games.

GAMEPLAY: Adjust various gameplay options, including the difficulty level.

FEEDBACK: Turn the various onscreen Feedback options on/off.



CHARACTER CLASSES

There are three initial character classes to choose from at the beginning of the game, each with male and female versions.

NOTE: Jedi character classes are not available at character creation, but become available as a character progresses within the game. See **Jedi Classes**, page 37, for more information.

Scoundrel: Scoundrels survive through wit and guile, traits that sometimes place them on the wrong side of the law. Intelligence, Dexterity and Charisma are the trademarks of a scoundrel.

Basic Class Attributes: 6 vitality / level, fast skill progression, slow feat progression.

Scout: Scouts are explorers, trained to understand their surroundings and how to survive in them. Dexterity, Intelligence and Wisdom are the most important abilities of a scout.

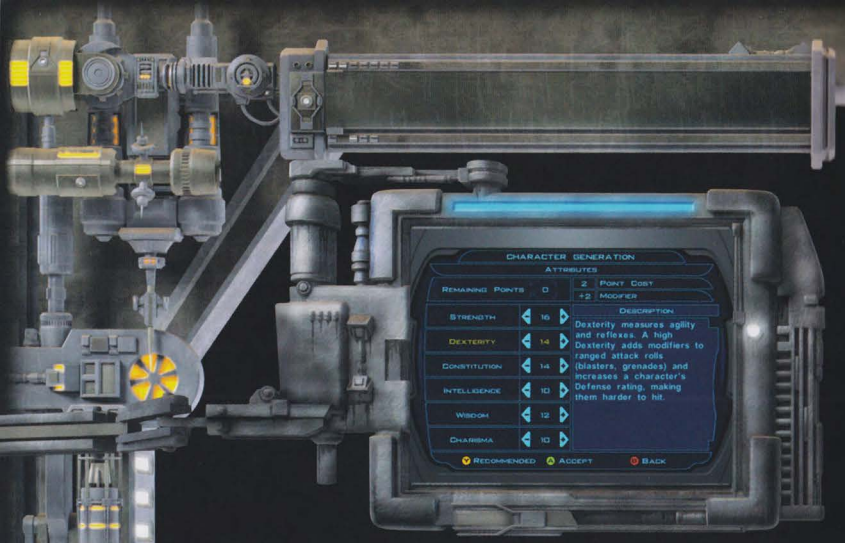
Basic Class Attributes: 8 vitality / level, average skill progression, average feat progression.

Soldier: Soldiers are masters of combat in all its forms, believing that the best way to survive a fight is to win it. Dexterity, Constitution and Strength are key to an effective soldier.

Basic Class Attributes: 10 vitality / level, slow skill progression, fast feat progression.

CHARACTER PORTRAIT

Press the directional pad LEFT or RIGHT to cycle through the different heads for the main character. When an appropriate look has been chosen, press the A button to accept.



ATTRIBUTES

Strength (Str): Represents physical power. A high Strength adds modifiers to melee damage and chance to hit, which is important for characters who use close-combat weapons (vibroblades, lightsabers).

Dexterity (Dex): Represents agility and reflexes. A high Dexterity adds modifiers to ranged attack rolls (blasters) and increases a character's Defense rating, making them harder to hit.

Constitution (Con): Represents health and resiliency. A high Constitution adds modifiers to the vitality points gained at each level up. This is important for everyone, but essential for soldiers and Jedi guardians.

Wisdom (Wis): Represents willpower and perception. A high Wisdom adds modifiers to Jedi Force points and Force power saving throws. The Force powers of a Jedi with high Wisdom are also much harder to resist.

Intelligence (Int): Represents knowledge and reasoning. A high Intelligence adds modifiers to the number of points a character has to spend on essential skills.

Charisma (Cha): Represents personality and the ability to lead. A high Charisma adds modifiers to Force-related feats and powers that are very important to all the Jedi classes. It is also central to any persuasive talker.

SKILLS

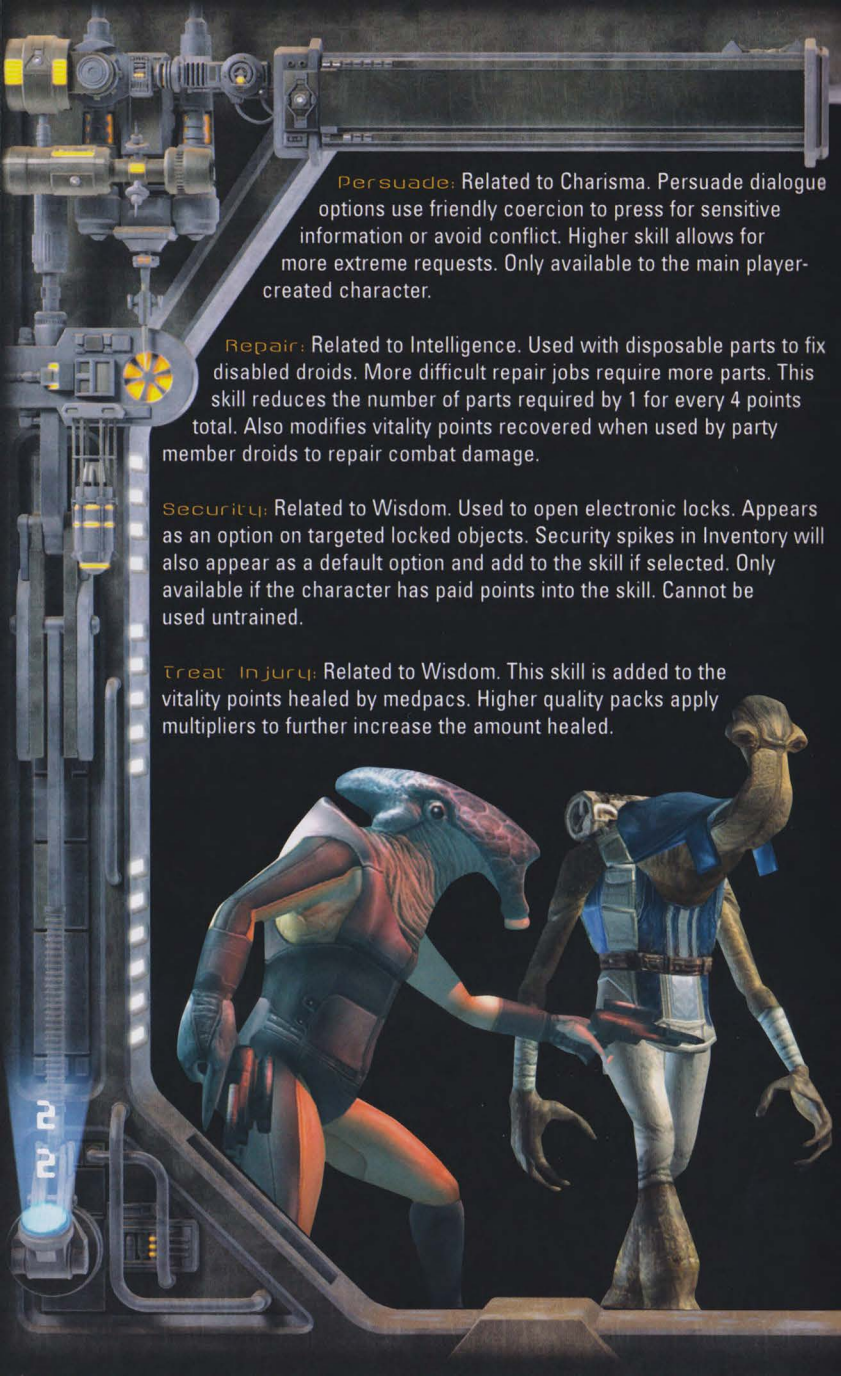
Skills primarily relate to non-combat situations, and in some cases will allow the party to avoid combat altogether. Each skill relies on a particular attribute.

Computer Use: Related to Intelligence. Used with computer spikes to access computer terminals. Harder tasks require more spikes. This skill reduces the number of spikes needed by 1 for every 4 points total.

Demolitions: Related to Intelligence. Used to set or disable mines of low (DC15 to set), medium (DC20 to set), or high difficulty (DC25 to set). Disarming adds +5 to the DC. Recovery adds +10. Cannot be used untrained.

Stealth: Related to Dexterity. Enables the use of stealth field generators and Stealth mode (see page 30). Combat cancels Stealth mode. Cannot be used untrained.

Awareness: Related to Wisdom. Helps spot hidden objects or enemies. This skill is checked against an enemy's Stealth skill or the DC of a mine. If successful, the enemy or object becomes visible. Awareness is always active, but running imparts a -5 penalty.



Persuade: Related to Charisma. Persuade dialogue options use friendly coercion to press for sensitive information or avoid conflict. Higher skill allows for more extreme requests. Only available to the main player-created character.

Repair: Related to Intelligence. Used with disposable parts to fix disabled droids. More difficult repair jobs require more parts. This skill reduces the number of parts required by 1 for every 4 points total. Also modifies vitality points recovered when used by party member droids to repair combat damage.

Security: Related to Wisdom. Used to open electronic locks. Appears as an option on targeted locked objects. Security spikes in Inventory will also appear as a default option and add to the skill if selected. Only available if the character has paid points into the skill. Cannot be used untrained.

Treat Injury: Related to Wisdom. This skill is added to the vitality points healed by medpacs. Higher quality packs apply multipliers to further increase the amount healed.

FEATS

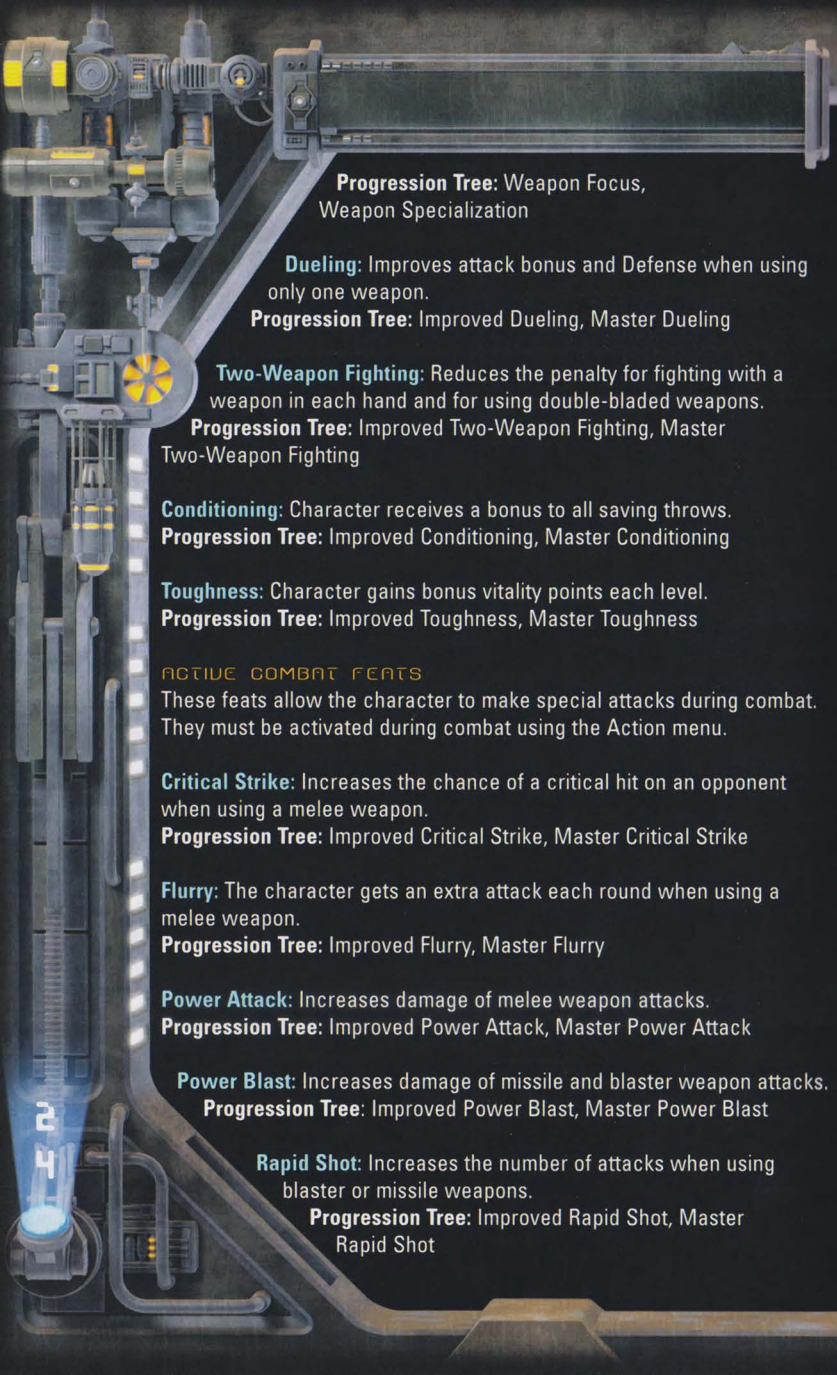
Feats are primarily combat-focused abilities that allow a character to use specific weapons, armor or items. They can also grant special attacks or give bonuses to skills and abilities. Characters are given certain feats during character creation, depending on class. As characters increase in level, they will gain new feats. The following lists the basic Feat Progression Trees available to all characters throughout the game. NOTE: You must select the lower-level feats in the tree before you can progress to the higher-level feats in the tree.

PASSIVE COMBAT FEATS

Once selected, these feats are always active. They allow the character to use specific armor, weapons or items; or grant special bonuses during combat.

Armor Proficiency, Light: Character can wear light armor.
Progression Tree: Armor Proficiency, Medium; Armor Proficiency, Heavy

Weapon Proficiency: There are several versions of this feat, one for each weapon type in the game. A character cannot use a weapon type if they do not have proficiency in it. As characters progress through the feat tree they gain bonuses with the selected weapon type.
Weapon Types: Melee, Blaster, Blaster Rifle, Heavy Weapons, Lightsaber



Progression Tree: Weapon Focus, Weapon Specialization

Dueling: Improves attack bonus and Defense when using only one weapon.
Progression Tree: Improved Dueling, Master Dueling

Two-Weapon Fighting: Reduces the penalty for fighting with a weapon in each hand and for using double-bladed weapons.
Progression Tree: Improved Two-Weapon Fighting, Master Two-Weapon Fighting

Conditioning: Character receives a bonus to all saving throws.
Progression Tree: Improved Conditioning, Master Conditioning

Toughness: Character gains bonus vitality points each level.
Progression Tree: Improved Toughness, Master Toughness

ACTIVE COMBAT FEATS

These feats allow the character to make special attacks during combat. They must be activated during combat using the Action menu.

Critical Strike: Increases the chance of a critical hit on an opponent when using a melee weapon.
Progression Tree: Improved Critical Strike, Master Critical Strike

Flurry: The character gets an extra attack each round when using a melee weapon.
Progression Tree: Improved Flurry, Master Flurry

Power Attack: Increases damage of melee weapon attacks.
Progression Tree: Improved Power Attack, Master Power Attack

Power Blast: Increases damage of missile and blaster weapon attacks.
Progression Tree: Improved Power Blast, Master Power Blast

Rapid Shot: Increases the number of attacks when using blaster or missile weapons.
Progression Tree: Improved Rapid Shot, Master Rapid Shot

Sniper Shot: Increases the chance of a critical hit on an opponent when using a blaster or missile weapon.
Progression Tree: Improved Sniper Shot, Master Sniper Shot

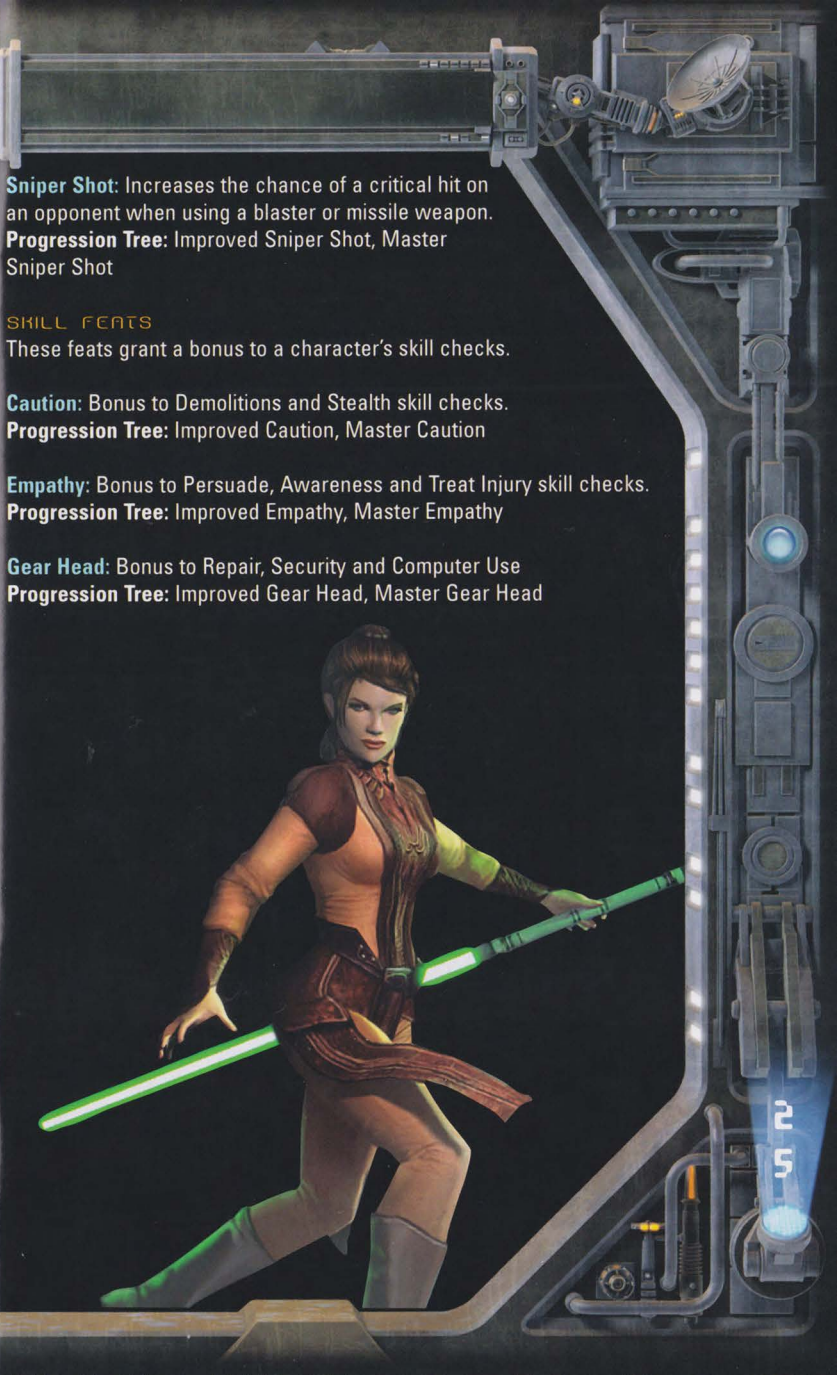
SKILL FEATS

These feats grant a bonus to a character's skill checks.

Caution: Bonus to Demolitions and Stealth skill checks.
Progression Tree: Improved Caution, Master Caution

Empathy: Bonus to Persuade, Awareness and Treat Injury skill checks.
Progression Tree: Improved Empathy, Master Empathy

Gear Head: Bonus to Repair, Security and Computer Use
Progression Tree: Improved Gear Head, Master Gear Head



RULES

CORE MECHANIC

Whenever you attack an enemy, use a skill or make a saving throw, a random number between 1 and 20 is generated (1d20). Your character's attack bonus, skill, rank or attribute modifier is then added to this random number to determine success.

COMBAT AND DEFENSE

Defense is a measure of how difficult a character is to hit in combat. Defense is base 10 plus the modifiers for armor and Dexterity. Whenever you attack an opponent, the Core Mechanic is applied like this: [1d20 + attack bonus] versus Defense of the target.

Example: You have a total attack bonus of +4. You target an enemy with a Defense of 16. You would hit on a 12 or higher [12 + 4 (attack bonus) =16].

DIFFICULTY CLASS

The Difficulty Class (DC) represents the relative difficulty of a task. DC applies to skill use and saving throw attempts.

SKILLS AND DC

If you have a skill that is usable on a target, it will be selectable in the Default Action list. The Core Mechanic is applied like this: [1d20 + skill rank + attribute modifiers] versus the DC of the task.

Example: You have 3 skill ranks in Demolitions and an Intelligence modifier of +2. You attempt to disarm a simple mine (DC15). If the skill check is 10 or higher [10 + 3 (skill rank) +2 (Int modifier) = 15] you disarm the mine.

SAVING THROWS AND DC

Saving throws represent resistance to certain attacks, effects or powers. The Core Mechanic is applied like this: [1d20 + base save by level + attribute modifier] versus the DC of the saving throw. The three types of saving throws and their linked attributes are Reflex (Dex), Fortitude (Con) and Will (Wis).

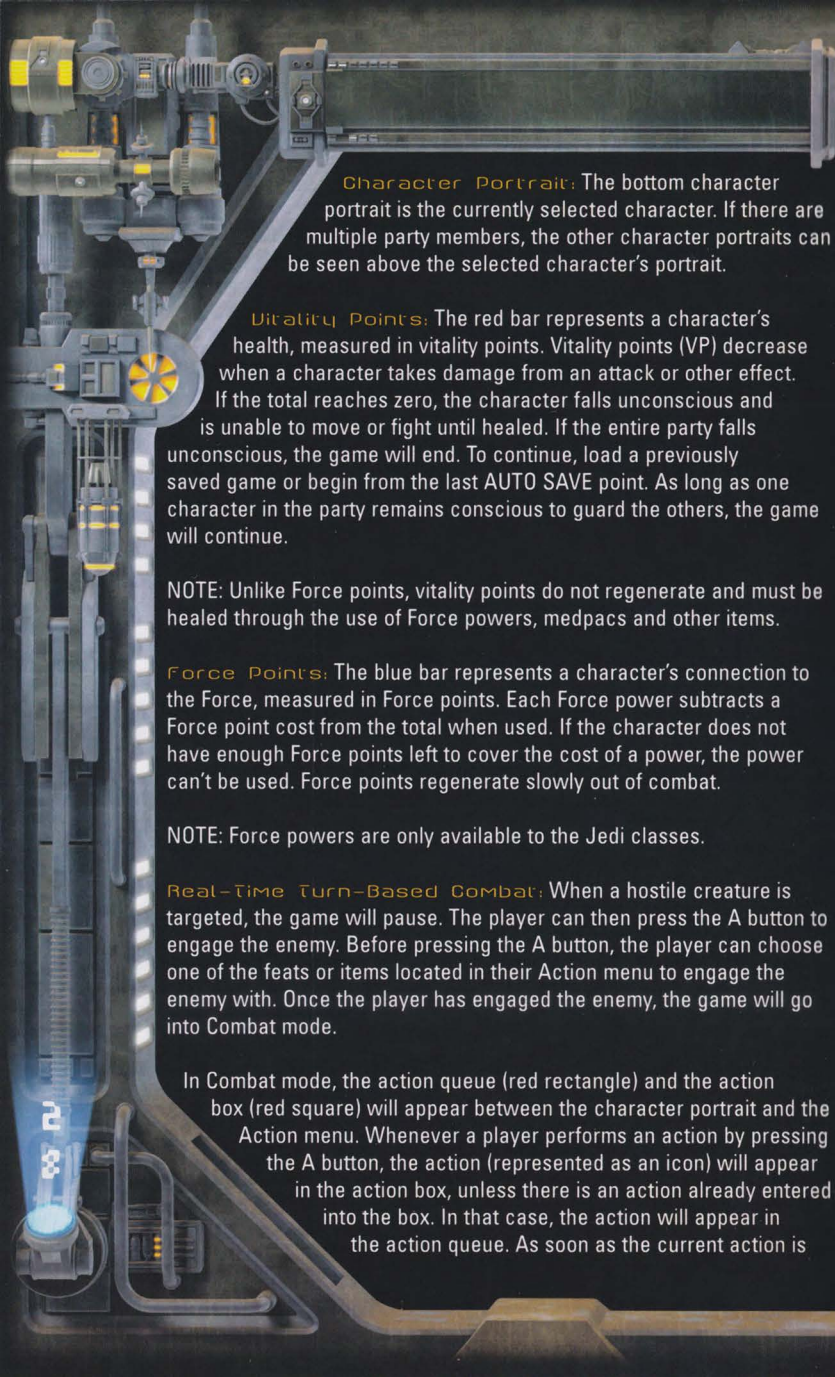
Example: You have a base Reflex save of 7 and a Dex modifier of +4. You are hit with an adhesive grenade (DC25). If your saving throw is 14 or higher [14 + 7 (Reflex save) + 4 (Dex modifier) = 25] you would avoid getting stuck.

COMBAT DISPLAY

The Combat Display contains important information about each character, including character portraits of party members, remaining vitality and Force points, and the Action icon.

NOTE: The Combat Display is visible only during combat.

1. Character Portrait
2. Character Health
3. Force Power (if applicable)
4. Enemy
5. Targeted Enemy
6. Action Queue
7. Action Menu
8. Targeted Enemy Info
9. Combat Message
10. Combat Feedback
11. Action Box



Character Portrait: The bottom character portrait is the currently selected character. If there are multiple party members, the other character portraits can be seen above the selected character's portrait.

Vitality Points: The red bar represents a character's health, measured in vitality points. Vitality points (VP) decrease when a character takes damage from an attack or other effect. If the total reaches zero, the character falls unconscious and is unable to move or fight until healed. If the entire party falls unconscious, the game will end. To continue, load a previously saved game or begin from the last AUTO SAVE point. As long as one character in the party remains conscious to guard the others, the game will continue.

NOTE: Unlike Force points, vitality points do not regenerate and must be healed through the use of Force powers, medpacs and other items.

Force Points: The blue bar represents a character's connection to the Force, measured in Force points. Each Force power subtracts a Force point cost from the total when used. If the character does not have enough Force points left to cover the cost of a power, the power can't be used. Force points regenerate slowly out of combat.

NOTE: Force powers are only available to the Jedi classes.

Real-Time Turn-Based Combat: When a hostile creature is targeted, the game will pause. The player can then press the A button to engage the enemy. Before pressing the A button, the player can choose one of the feats or items located in their Action menu to engage the enemy with. Once the player has engaged the enemy, the game will go into Combat mode.

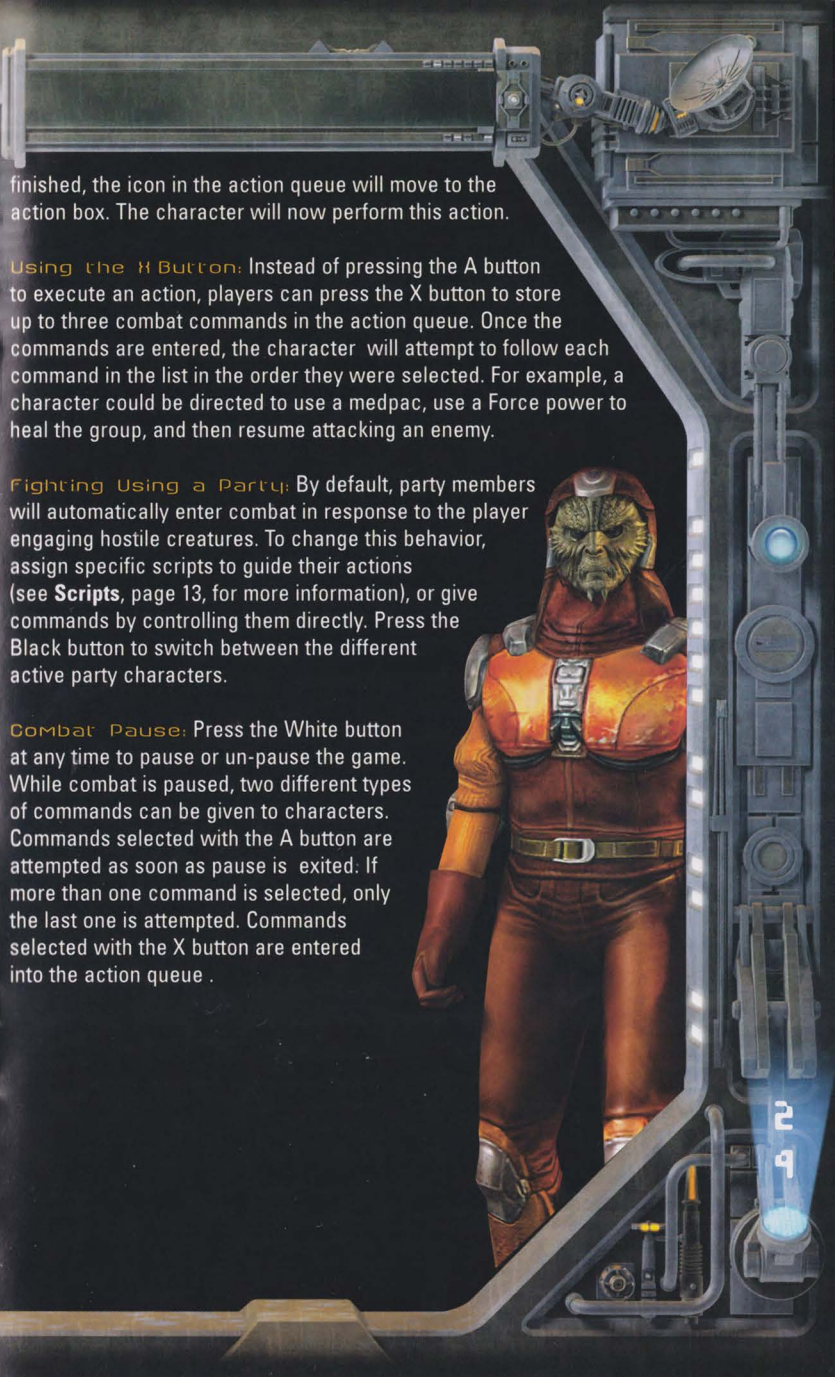
In Combat mode, the action queue (red rectangle) and the action box (red square) will appear between the character portrait and the Action menu. Whenever a player performs an action by pressing the A button, the action (represented as an icon) will appear in the action box, unless there is an action already entered into the box. In that case, the action will appear in the action queue. As soon as the current action is

finished, the icon in the action queue will move to the action box. The character will now perform this action.

Using the X Button: Instead of pressing the A button to execute an action, players can press the X button to store up to three combat commands in the action queue. Once the commands are entered, the character will attempt to follow each command in the list in the order they were selected. For example, a character could be directed to use a medpac, use a Force power to heal the group, and then resume attacking an enemy.

Fighting Using a Party: By default, party members will automatically enter combat in response to the player engaging hostile creatures. To change this behavior, assign specific scripts to guide their actions (see **Scripts**, page 13, for more information), or give commands by controlling them directly. Press the Black button to switch between the different active party characters.

Combat Pause: Press the White button at any time to pause or un-pause the game. While combat is paused, two different types of commands can be given to characters. Commands selected with the A button are attempted as soon as pause is exited. If more than one command is selected, only the last one is attempted. Commands selected with the X button are entered into the action queue .



Stealth Mode: Stealth mode covers the character in a camouflage field. Enemies must make an Awareness check versus the character's Stealth skill to see them. Only useable by characters that have spent points in the Stealth skill and are equipped with stealth field generators. Combat cancels Stealth mode, but mundane tasks do not.

Using a Computer or Droid: To use a computer or a disabled droid a character must target it, and then press the A button. The Terminal Interface screen will then come up. From here the player can spend computer spikes or parts to manipulate the computer or the droid. The amount of spikes or parts that the player must spend is determined by their skill with computer programming or repair.

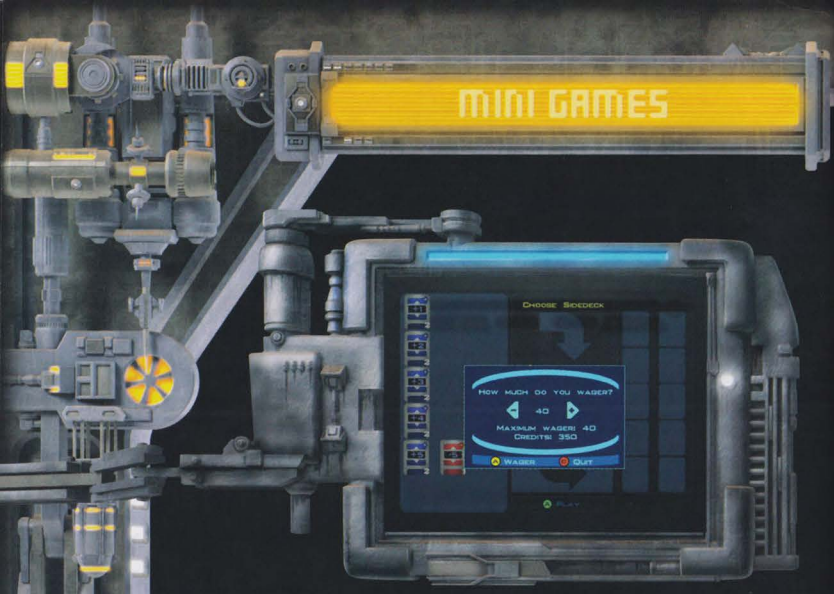
Experience Points and Gaining Levels: Experience points (XP) are gained in several ways. Victory in combat and completing quests are the most common, but many encounters reward the use of Persuasion to avoid conflict. Generally, the harder the task, the more XP earned.

Periodically a character will earn enough XP to level up, gaining new skill points to spend (see **Advancing Levels**, page 37, for more information). Depending on the level, they can also raise basic attributes and select new feats or powers, similar to character creation. Select the Level Up option on the Character Page to customize these improvements. To skip this process, select Auto Level Up. This option automatically applies any changes to the most common abilities associated with the character's class.

SPECIAL COMBAT EVENTS

Deathblow: When a successful attack is made against a disabled and defenseless opponent of 4th level or lower, they will be instantly killed. These situations arise when a Force power or a special grenade is used to immobilize a target.

Critical Hits: When a character attacks, and the randomly generated number is a 20 (out of the possible range of 1-20), there is a chance that they have scored a critical hit. This is called scoring a "threat." Another number is generated, and if that number equals a hit, then a "critical hit" is scored and double damage is inflicted upon the target. Some weapons have an increased "threat range," meaning you can score a threat on a lower number. With these weapons, a generated number of 19 or 20 can result in a critical hit. Some feats increase the threat range of the weapon being used. The threat range can become 18, 19, 20, or even better.



PAZAAK

When challenging another player to a game of Pazaak, the first order of business is to make a wager on the match. Use the directional pad to change the amount wagered, and press the A button to accept the bet and begin the match.

Once the wager has been locked in, the side deck for the match must be selected from the currently available cards in the deck. A basic Pazaak deck has two of each card numbered +1 to +5 available to create a side deck.The side deck must consist of 10 cards. Use the directional pad to highlight a card and press the Y button to add it to the side deck. Cards can be removed from the side deck by pulling the right trigger to switch the selection, highlighting the card to be removed and pressing the Y button. Press the A button to proceed to the game once 10 cards are in the side deck.

The object of the game is to have the face up cards total higher than the opponent's hand without exceeding a total of 20. If a player's total is greater than 20 at the end of a turn (a 'BUST'), the opponent wins the set. A player must win three sets to win the match. When the match begins, four of the cards from the side deck will be randomly drawn to form the player's HAND during the match. Additional side deck cards can be found with values from +/- 1 to +/- 6.

The first player draws a card from the main deck and plays it face up to begin the turn. This is done automatically. After each card is played, an additional card can be played from the HAND by highlighting the card and pressing the X button. Playing a HAND card is optional. Also, you can only play one HAND card per turn. The player can also press the A button to END the turn, OR press the Y button to STAND with the current total. This continues until one player wins the set. Ties do not count.

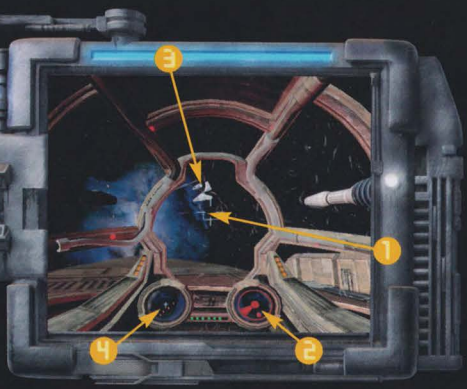
Cards from the player's hand can only be used once, so the four cards must last the entire match.

Tip: If the total is over 20 after the draw and there is a negative card in the side deck, you can play it to bring your total back under 20.

EBON HAWK GUNNER STATION

Fleeing planets isn't always going to be easy. In a galaxy where everyone is looking for you, there are bound to be some daring escapes. In those situations, it's good to have a heavily armed spaceship at your disposal.

Aim the ship's targeting reticle at incoming enemy targets by moving the left thumbstick LEFT and RIGHT, UP and DOWN. Fire the cannons by pulling the left or right triggers to launch a single shot.



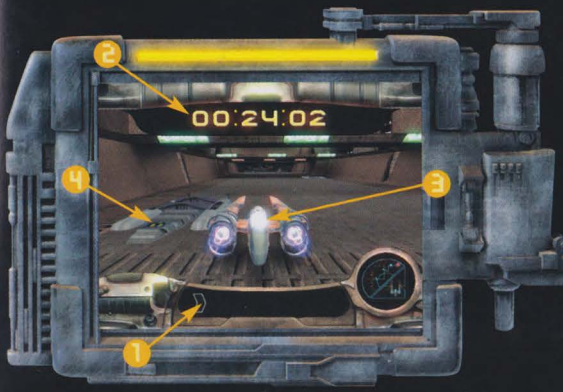
1. Target Reticle
2. Ship Damage Indicator
3. Enemy Fighter
4. Sensor

SWOOP RACING

Swoop racing is becoming a popular form of entertainment on many Republic worlds. Fans are attracted to tournaments both by the flamboyant personalities of their favorite racers, and the potential for spectacular failures.

Swoop races are all about speed, and bikes are stripped of all nonessential parts, including brakes and other deadweight. Press the A button once to activate thrusters, and move side-to-side using the left thumbstick. Steer over the acceleration pads to receive speed boosts, and each time the speed indicator tops out, press the A button again to shift to more powerful thrusters. The time taken to complete the course is tallied at the top of the screen.

NOTE: Activating initial thrusters too soon, failing to shift at the optimal times or hitting obstacles on the course will all cause speed to drop.

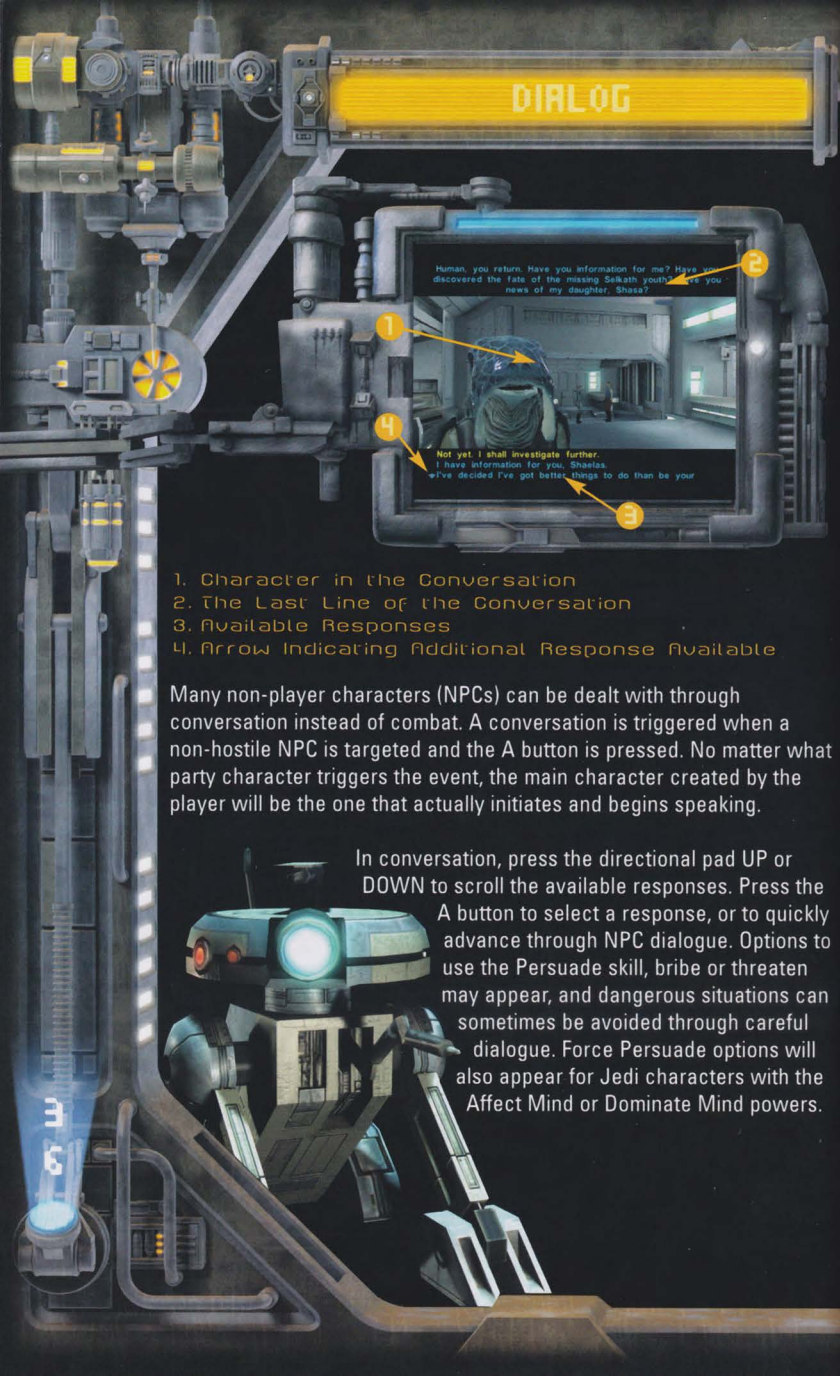


1. Shift Indicator
2. Timer
3. Swoop Bike
4. Acceleration Pad

DIALOG

1. Character in the Conversation
2. The Last Line of the Conversation
3. Available Responses
4. Arrow Indicating Additional Response Available

Many non-player characters (NPCs) can be dealt with through conversation instead of combat. A conversation is triggered when a non-hostile NPC is targeted and the A button is pressed. No matter what party character triggers the event, the main character created by the player will be the one that actually initiates and begins speaking.



In conversation, press the directional pad UP or DOWN to scroll the available responses. Press the A button to select a response, or to quickly advance through NPC dialogue. Options to use the Persuade skill, bribe or threaten may appear, and dangerous situations can sometimes be avoided through careful dialogue. Force Persuade options will also appear for Jedi characters with the Affect Mind or Dominate Mind powers.

ADVANCING LEVELS

Characters can advance levels or "level-up" once they achieve a set number of XP. The character portrait will flash to indicate that enough XP have been earned. Leveling-up may give the character access to additional skills, feats and / or Force powers. Adding these to the character is handled the same as Character Generation (see page 18), and can either be automatic or fully customizable. The number of points available AND the number bonuses are determined by character class, and will be different each time the character gains a level.

The current XP total and the XP needed for the next level can be seen on the Character Info screen (see page 12).

JEDI CLASSES

Jedi classes become available after characters have undergone the proper training within the game. During this time they will learn the tenets of the Jedi Code, the basics of lightsaber combat, and be given a Jedi class that suits their actions and skills.

Jedi Guardian: This Jedi battles against the forces of evil and the dark side. They focus on combat training and masterful use of the lightsaber.

Basic Class Attributes: 10 vitality / level, 4 Force points / level, slow skill progression, fast feat progression

Jedi Consular: This Jedi seeks to bring balance to the universe. They focus less on physical combat and more on mental disciplines in order to augment their mastery of the Force.

Basic Class Attributes: 6 vitality / level, 8 Force points / level, slow skill progression, slow feat progression

Jedi Sentinel: This Jedi ferrets out deceit and injustice, bringing it to light. They strike a balance between the physical and mental disciplines of the Jedi Order.

Basic Class Attributes: 8 vitality / level, 6 Force points /level, average skill progression, slow feat progression

FORCE POWERS

FALLING TO THE DARK SIDE

A character gains dark side points by misusing Jedi abilities or through cruel and callous action. His or her appearance will eventually begin to match their behavior, and become more sinister. Atonement through consistent good works can reverse this. Some Force powers are inherently light or dark in nature, and cost more Force points to use if a character is of opposing alignment.

CORE FORCE POWERS

NOTE: Force power effects based on level reference the character's total levels in all classes.

Throw Lightsaber: Using the Force, the Jedi guides the lightsaber to the target and back. A successful attack confers damage based on level.

Burst of Speed: Allows a Jedi to press his or her body to its limit, gaining double movement speed and +2 defense. Not useable with armor.

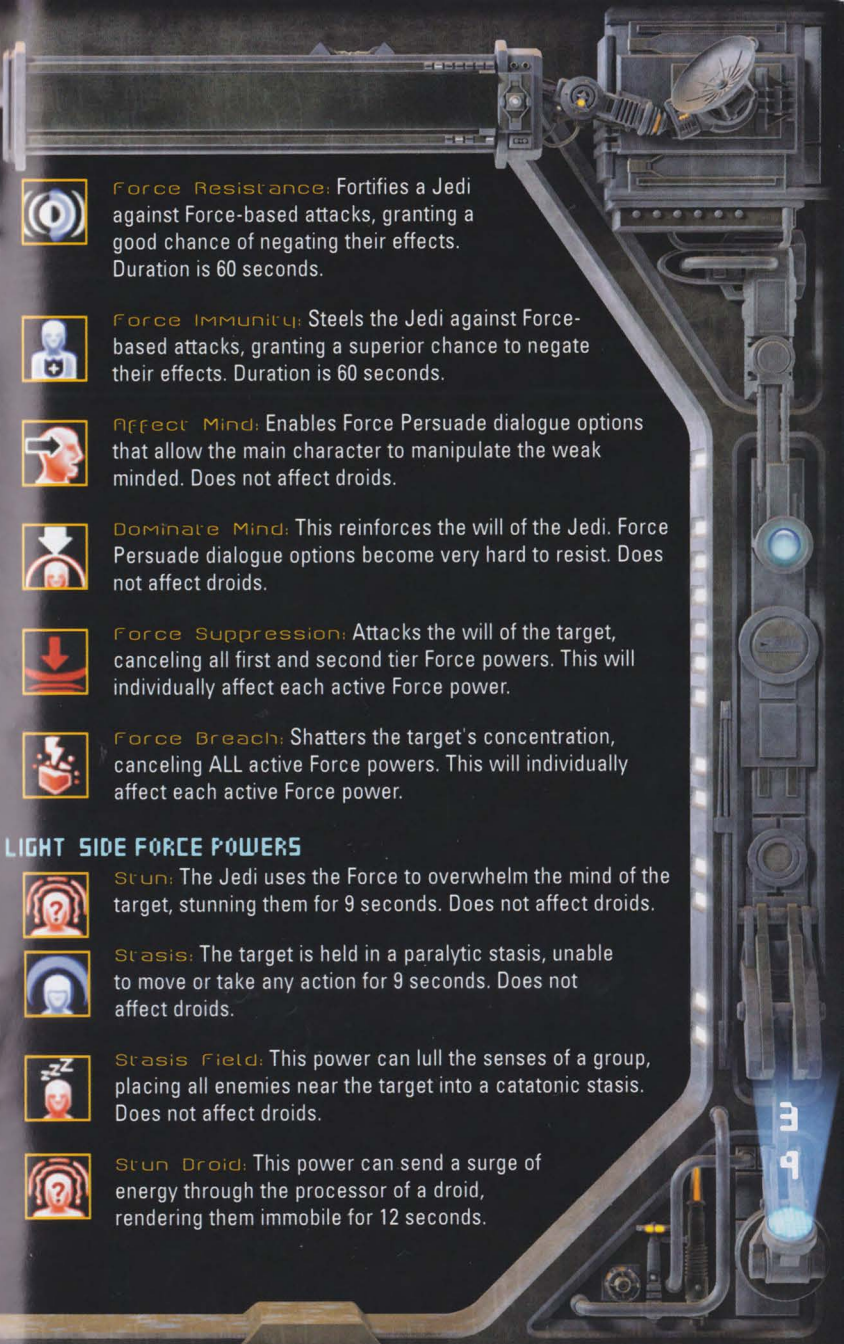
Knight Speed: Attuned with the Force, the Jedi briefly gains double movement speed, +4 Defense, and +1 attack per round. Not useable with armor.

Master Speed: Focusing the Force within, the Jedi briefly gains double movement speed, +4 Defense, and +2 attacks per round. Not useable with armor.

Force Push: The Jedi lashes out with the Force. The target is pushed back and knocked down, suffering damage modified by the Jedi's level. May also stun target.

Force Whirlwind: The Jedi creates a maelstrom of dust. The target takes damage based on the Jedi's level and is immobilized by a small pocket of air.

Force Wave: The Force pulses from the Jedi. Nearby enemies are thrown back and knocked down, suffering damage modified by the Jedi's level. May also stun target.



Force Resistance: Fortifies a Jedi against Force-based attacks, granting a good chance of negating their effects. Duration is 60 seconds.

Force Immunity: Steels the Jedi against Force-based attacks, granting a superior chance to negate their effects. Duration is 60 seconds.

Affect Mind: Enables Force Persuade dialogue options that allow the main character to manipulate the weak minded. Does not affect droids.

Dominate Mind: This reinforces the will of the Jedi. Force Persuade dialogue options become very hard to resist. Does not affect droids.

Force Suppression: Attacks the will of the target, canceling all first and second tier Force powers. This will individually affect each active Force power.

Force Breach: Shatters the target's concentration, canceling ALL active Force powers. This will individually affect each active Force power.

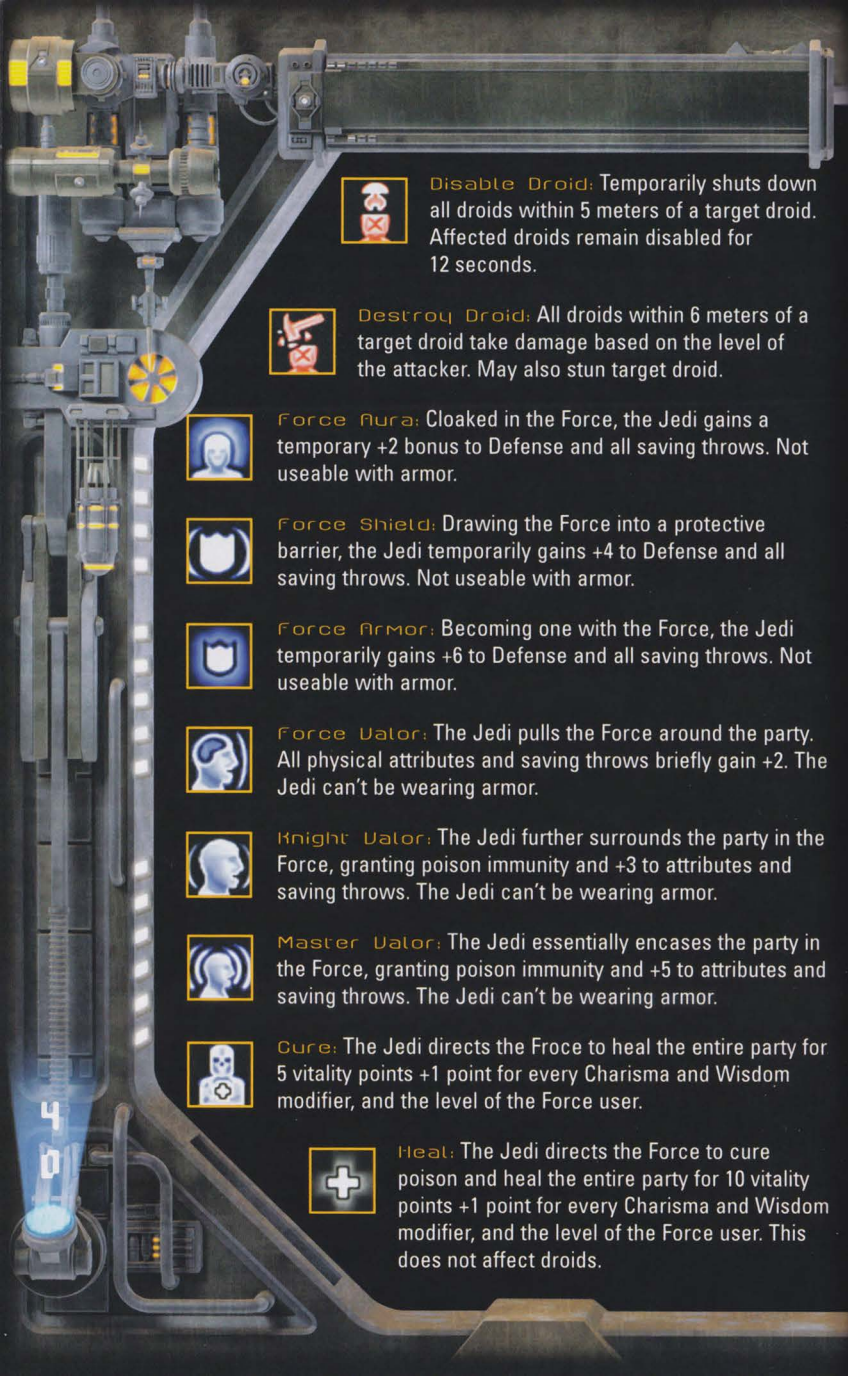
LIGHT SIDE FORCE POWERS

Stun: The Jedi uses the Force to overwhelm the mind of the target, stunning them for 9 seconds. Does not affect droids.

Stasis: The target is held in a paralytic stasis, unable to move or take any action for 9 seconds. Does not affect droids.

Stasis Field: This power can lull the senses of a group, placing all enemies near the target into a catatonic stasis. Does not affect droids.

Stun Droid: This power can send a surge of energy through the processor of a droid, rendering them immobile for 12 seconds.



Disable Droid: Temporarily shuts down all droids within 5 meters of a target droid. Affected droids remain disabled for 12 seconds.

Destroy Droid: All droids within 6 meters of a target droid take damage based on the level of the attacker. May also stun target droid.

Force Aura: Cloaked in the Force, the Jedi gains a temporary +2 bonus to Defense and all saving throws. Not useable with armor.

Force Shield: Drawing the Force into a protective barrier, the Jedi temporarily gains +4 to Defense and all saving throws. Not useable with armor.

Force Armor: Becoming one with the Force, the Jedi temporarily gains +6 to Defense and all saving throws. Not useable with armor.

Force Valor: The Jedi pulls the Force around the party. All physical attributes and saving throws briefly gain +2. The Jedi can't be wearing armor.

Knight Valor: The Jedi further surrounds the party in the Force, granting poison immunity and +3 to attributes and saving throws. The Jedi can't be wearing armor.

Master Valor: The Jedi essentially encases the party in the Force, granting poison immunity and +5 to attributes and saving throws. The Jedi can't be wearing armor.

Cure: The Jedi directs the Froce to heal the entire party for 5 vitality points +1 point for every Charisma and Wisdom modifier, and the level of the Force user.

Heal: The Jedi directs the Force to cure poison and heal the entire party for 10 vitality points +1 point for every Charisma and Wisdom modifier, and the level of the Force user. This does not affect droids.

DARK SIDE FORCE POWERS

Wound: The Jedi triggers spasms in a victim's lungs, stunning them and inflicting damage that increases with level. Does not affect droids.

Choke: The Jedi uses the Force to throttle the target at range. This stuns, inflicts damage and lowers attribute scores. Does not affect droids.

Kill: A vile use of the Force. The target must succeed at a Fortitude save or simply choke and die. Does not affect droids.

Slow: This power clouds the mind, inflicting penalties to Defense, Reflex saves, melee attacks and damage. Does not affect droids.

Affliction: Functions like a poison. The target is slowed and suffers attribute penalties that get worse over time. Does not affect droids.

Plague: Horribly debilitating, this power slows the target and inflicts attribute penalties that get far worse over time. Does not affect droids.

Fear: Attacking the mind, this power causes temporary fear in the target, prompting them to flee the Jedi. Does not affect droids.

Horror: Tapping primal fears, this power inflicts a temporary catatonic state in all enemies around the target. Does not affect droids.

Insanity: The Jedi temporarily inflames paranoia and doubt, rendering the target horrified. Does not affect droids.

Shock: The Jedi uses the Force to pulse electricity through a target, inflicting damage modified by level. Not useable with armor.

Lightning: The Jedi sends bolts of electricity through all enemies around the target, inflicting damage modified by level. Not useable with armor.

Force Storm: An electrical attack on all enemies near the target, inflicting level-based damage to both vitality and Force point totals. Not useable with armor.

Drain Life: This vile power taps the target's life to heal the Jedi. Damage drained and healed is modified by level. Does not affect droids.

Death Field: Truly dark, this power tears life from surrounding enemies and heals the Jedi by the highest damage suffered. Does not affect droids.

EQUIPMENT

WEAPONS

All weapons fall into 5 basic proficiency types.

Melee Weapons: This broad category includes non-powered weapons like swords and quarterstaffs, as well as powered weapons like stun batons and vibroblades.

Simple swords and staffs are still in use on many worlds where resources or traditions restrict the availability of modern weapons.

Vibroblades are standard equipment for many soldiers and bounty hunters, and come in a variety of styles, including double-bladed.

Blasters: This category includes all small side arms. Typical blasters fire bolts of coherent light generated by compact energy cells.

Ion blasters disrupt electronics, doing exceptional damage against droids and personal shields, but none against organic targets.

Sonic pistols stun with high frequency sound waves, incapacitating the enemy for a few seconds instead of doing physical damage.

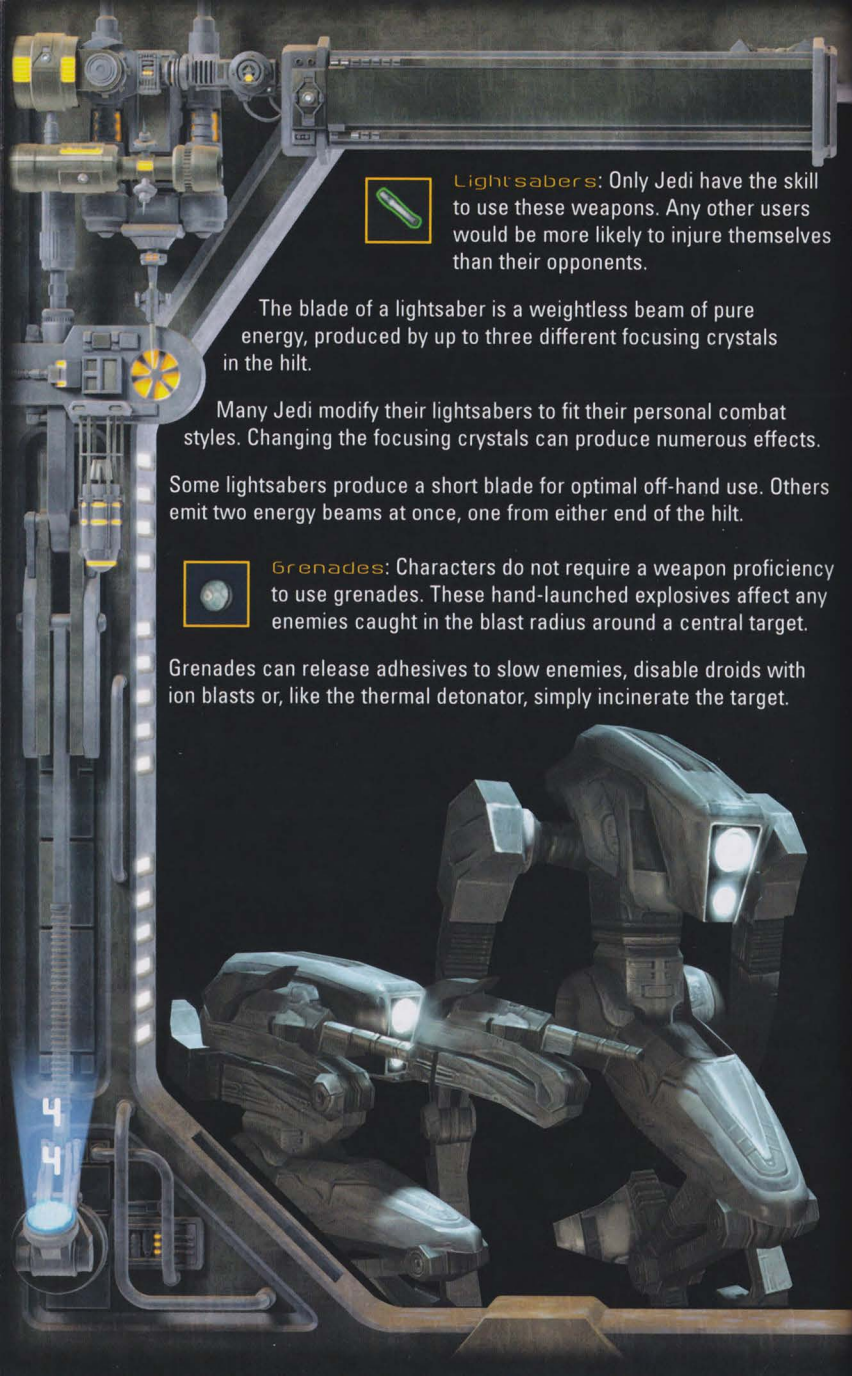
Disruptor pistols reduce matter to component molecules, though all blasters can be deadly if the character is a skilled shot.

Blaster Rifles: This category includes the two-handed blaster weapons more commonly used by bounty hunters or professional soldiers.

Blaster rifles use large, high-capacity energy cells. They are more powerful than pistols, but come in the same variety of damage types.

Unique to the rifle category is the Wookiee bowcaster. It uses a magnetic accelerator to hurl an explosive energy quarrel at the target.

Heavy Weapons: This category of weapon includes some of the largest non-vehicle mounted blasters available to ground-based troops. Heavy weapons use high-output cells and recharge quickly. Soldiers skilled with these weapons can produce exceptional rates of fire.



Lightsabers: Only Jedi have the skill to use these weapons. Any other users would be more likely to injure themselves than their opponents.

The blade of a lightsaber is a weightless beam of pure energy, produced by up to three different focusing crystals in the hilt.

Many Jedi modify their lightsabers to fit their personal combat styles. Changing the focusing crystals can produce numerous effects.

Some lightsabers produce a short blade for optimal off-hand use. Others emit two energy beams at once, one from either end of the hilt.

Grenades: Characters do not require a weapon proficiency to use grenades. These hand-launched explosives affect any enemies caught in the blast radius around a central target.

Grenades can release adhesives to slow enemies, disable droids with ion blasts or, like the thermal detonator, simply incinerate the target.

ARMOR

Heavier armor encumbers by restricting dexterity modifiers. For example, a character with Dex 18 receives a +4 Defense bonus. A heavy battle suit provides Defense 9, but restricts the maximum allowed Dex bonus to +1, for a total Defense rating of 10. Characters with exceptionally high Dex may be better off relying on a combination of their unrestricted modifier and lower.level armor, or even no armor at all.

Light Armor: Armor of this type offers good protection without hampering movement. Best suited to characters light on their feet.

Medium Armor: This type of armor gives solid protection with moderate encumbrance. Good for characters that see frequent combat. Light Armor is prerequisite.

Heavy Armor: Heavy and complicated, this armor type appeals to characters willing to trade mobility for the best protection possible. Medium Armor is prerequisite.

STATES

During gameplay, both harmful and beneficial effects can be applied to your character. A stack of icons is displayed to the right of your character on your Character Information page to let you know how your character is being affected. Below is a legend that describes what each icon means.

Character debilitated by Affliction.

Character has extra speed.

Character debilitated by Choke.

Droid disabled.

Droid disabled by Destroy Droid.

Character debilitated by Fear.

Character has Force armor.

Character has Force aura.

Character has Force immunity.

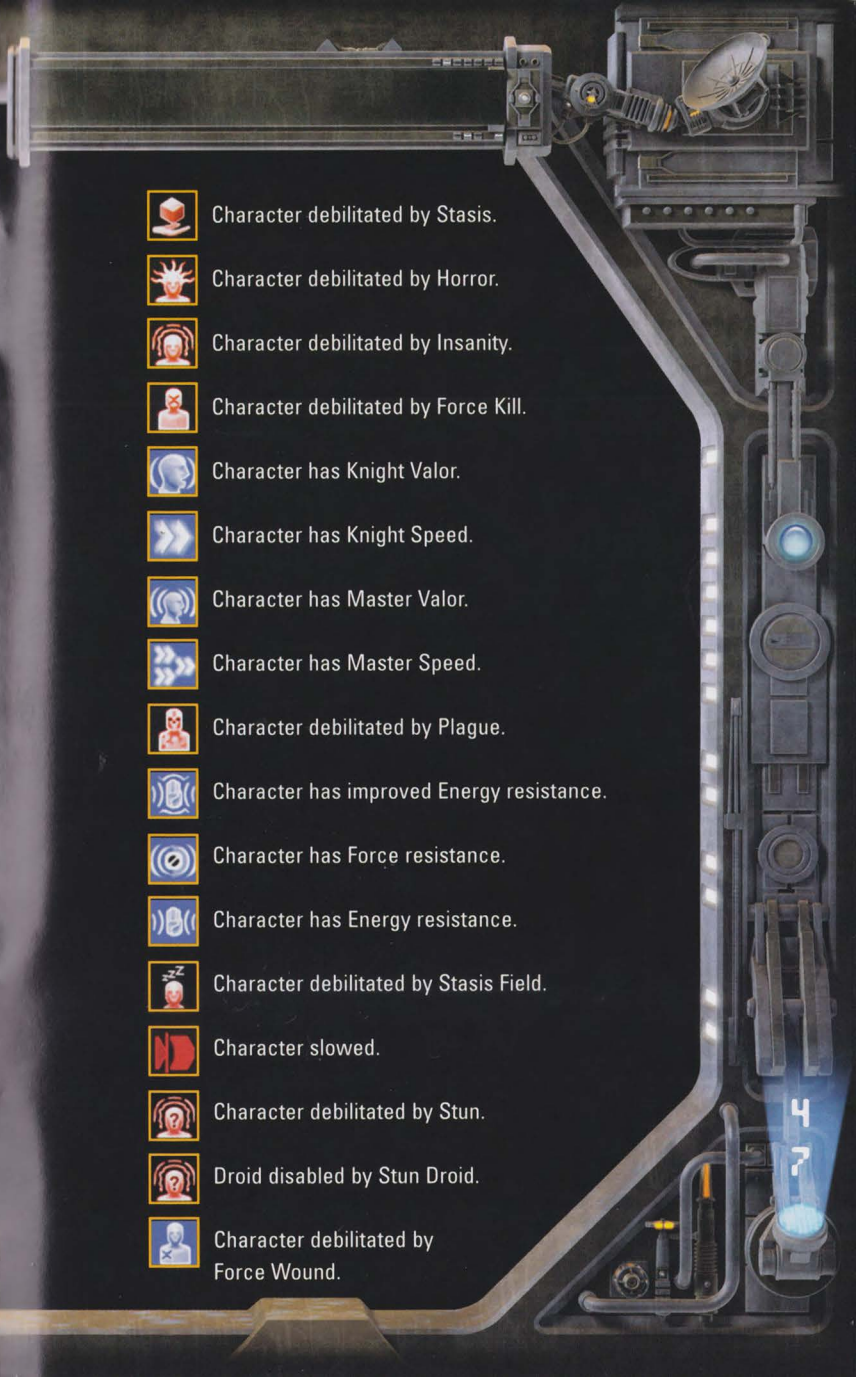
Character has Force Valor.

Character debilitated by Force Push.

Character has Force Shield.

Character debilitated by Force Wave.

Character debilitated by Force Whirlwind.



Character debilitated by Stasis.

Character debilitated by Horror.

Character debilitated by Insanity.

Character debilitated by Force Kill.

Character has Knight Valor.

Character has Knight Speed.

Character has Master Valor.

Character has Master Speed.

Character debilitated by Plague.

Character has improved Energy resistance.

Character has Force resistance.

Character has Energy resistance.

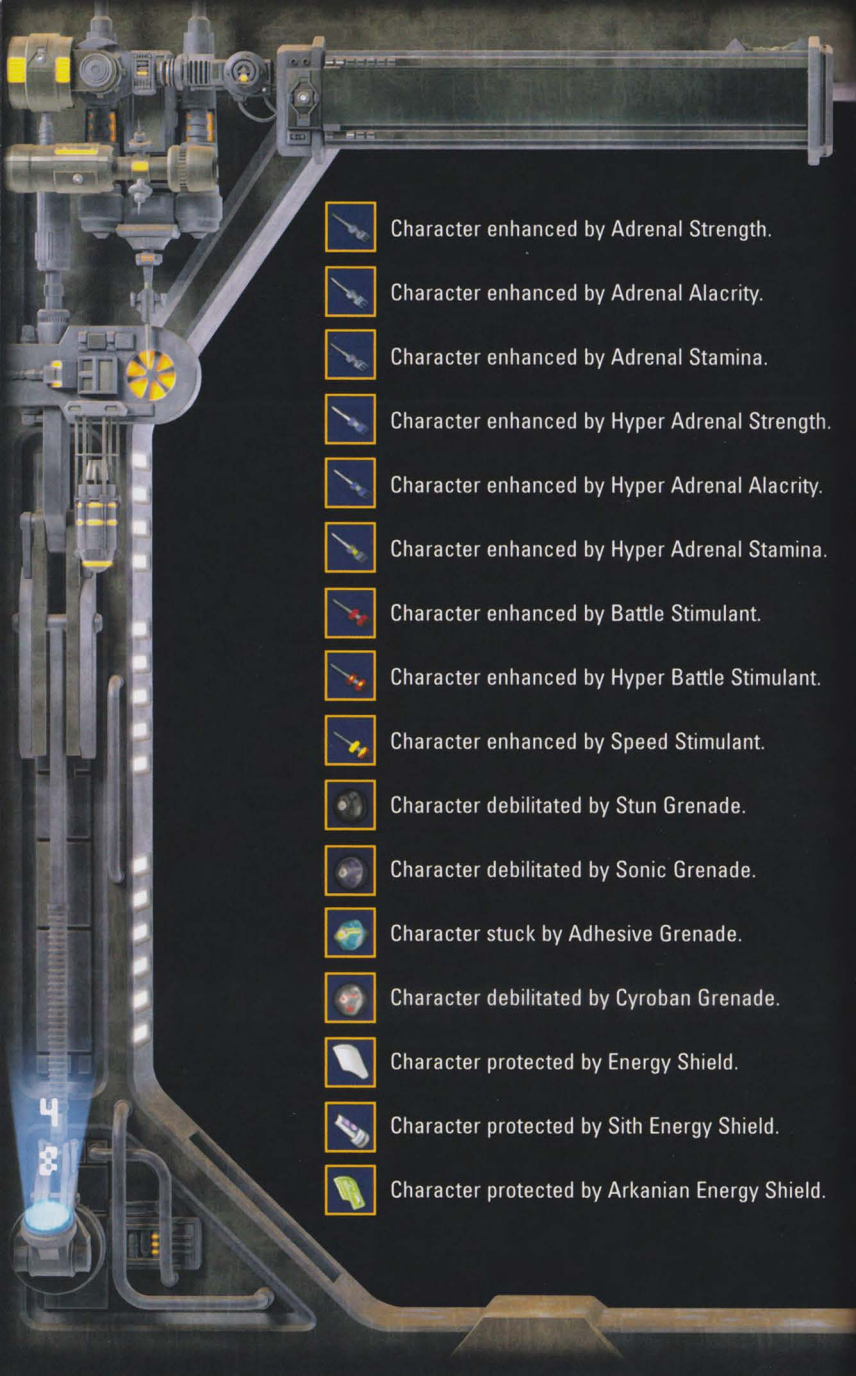
Character debilitated by Stasis Field.

Character slowed.

Character debilitated by Stun.

Droid disabled by Stun Droid.

Character debilitated by Force Wound.



Character enhanced by Adrenal Strength.

Character enhanced by Adrenal Alacrity.

Character enhanced by Adrenal Stamina.

Character enhanced by Hyper Adrenal Strength.

Character enhanced by Hyper Adrenal Alacrity.

Character enhanced by Hyper Adrenal Stamina.

Character enhanced by Battle Stimulant.

Character enhanced by Hyper Battle Stimulant.

Character enhanced by Speed Stimulant.

Character debilitated by Stun Grenade.

Character debilitated by Sonic Grenade.

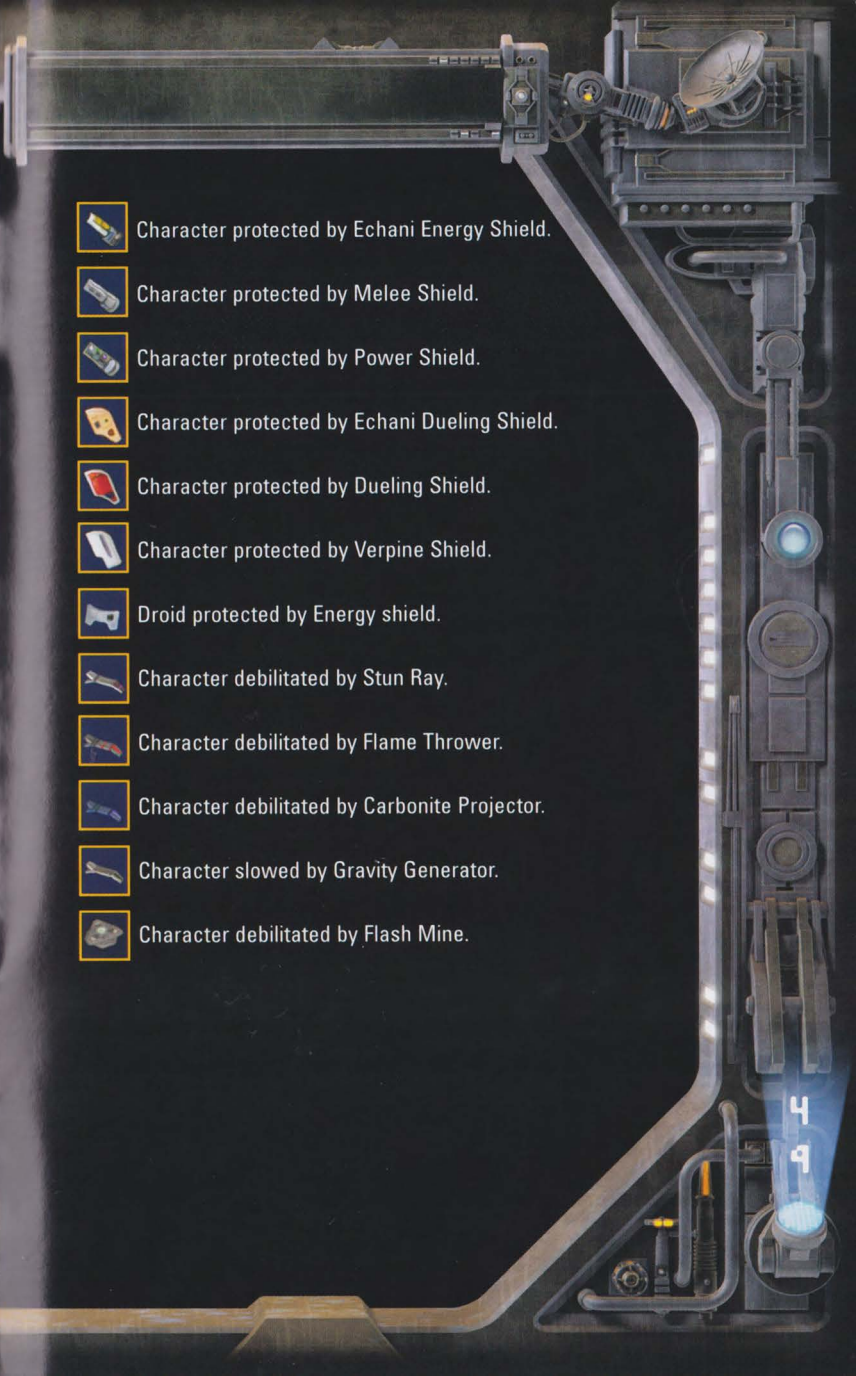
Character stuck by Adhesive Grenade.

Character debilitated by Cyroban Grenade.

Character protected by Energy Shield.

Character protected by Sith Energy Shield.

Character protected by Arkanian Energy Shield.



Character protected by Echani Energy Shield.

Character protected by Melee Shield.

Character protected by Power Shield.

Character protected by Echani Dueling Shield.

Character protected by Dueling Shield.

Character protected by Verpine Shield.

Droid protected by Energy shield.

Character debilitated by Stun Ray.

Character debilitated by Flame Thrower.

Character debilitated by Carbonite Projector.

Character slowed by Gravity Generator.

Character debilitated by Flash Mine.

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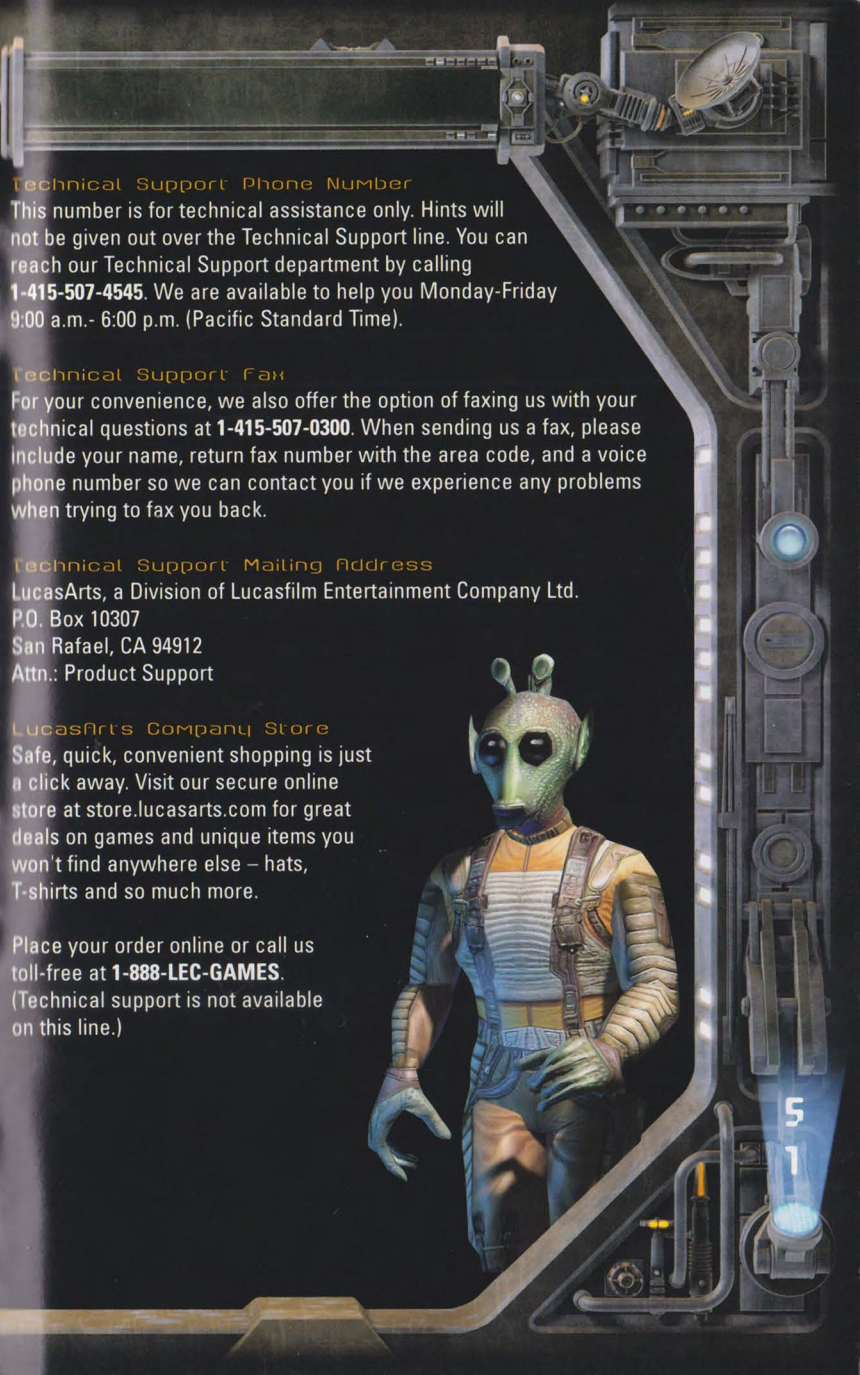

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Additional Programming
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KORIN BAMPTON
MARK BROCKINGTON
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STAN MELAX
CHARLES RANDALL

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PRESTON WATAMANIUK

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ANDREW "COLONEL_BOB" NOBBS
BRAD PRINCE
AIDAN SCANLAN
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Additional Sound Design
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TODD DAVIES
CLINT BAJAKIAN

Cutscene Mixing
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Senior Voice Editor
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Assistant Voice Editors
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COYA ELLIOTT

Voice and International Coordinator
JENNIFER SLOAN

Voices Recorded At
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Internet Community Relations Specialist
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Internet Marketing
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MELISSA FEDEROFF
TONY DEWEESE

International Marketing / PR
KATHY APOSTOLI-GREENE

Manual Editor
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Manual Writers
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JAMES OHLEN
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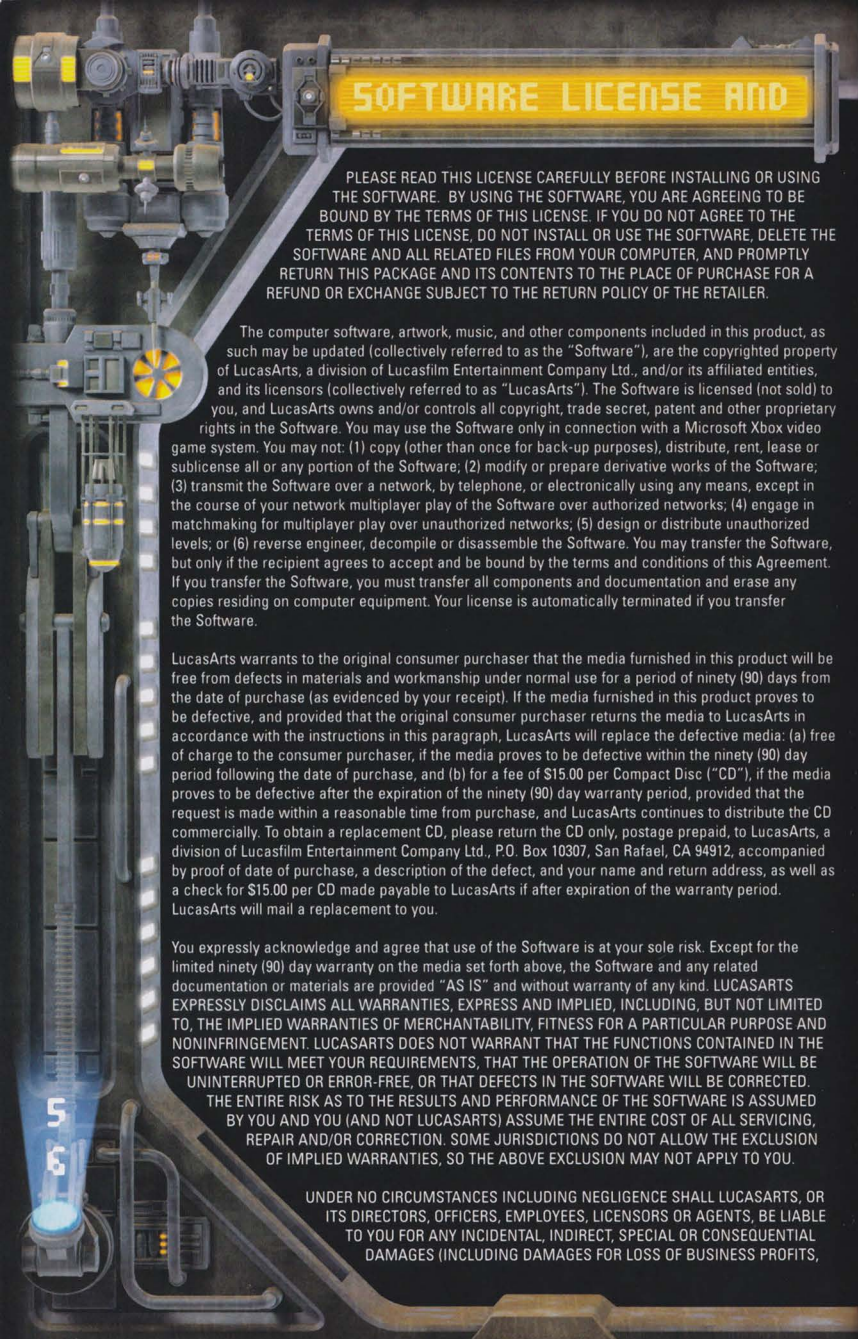

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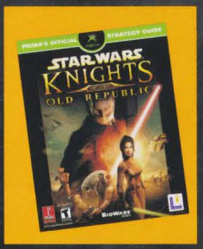

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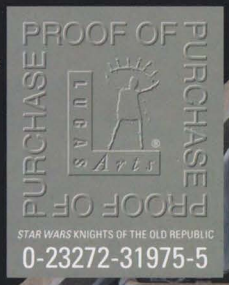

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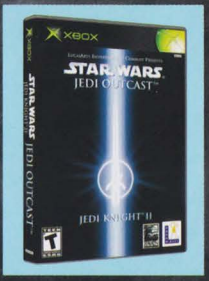

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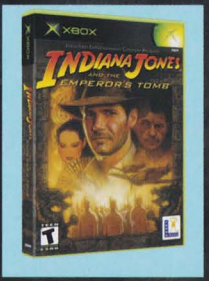

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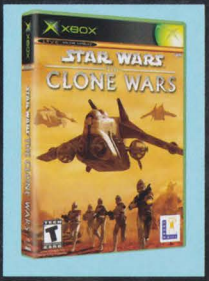

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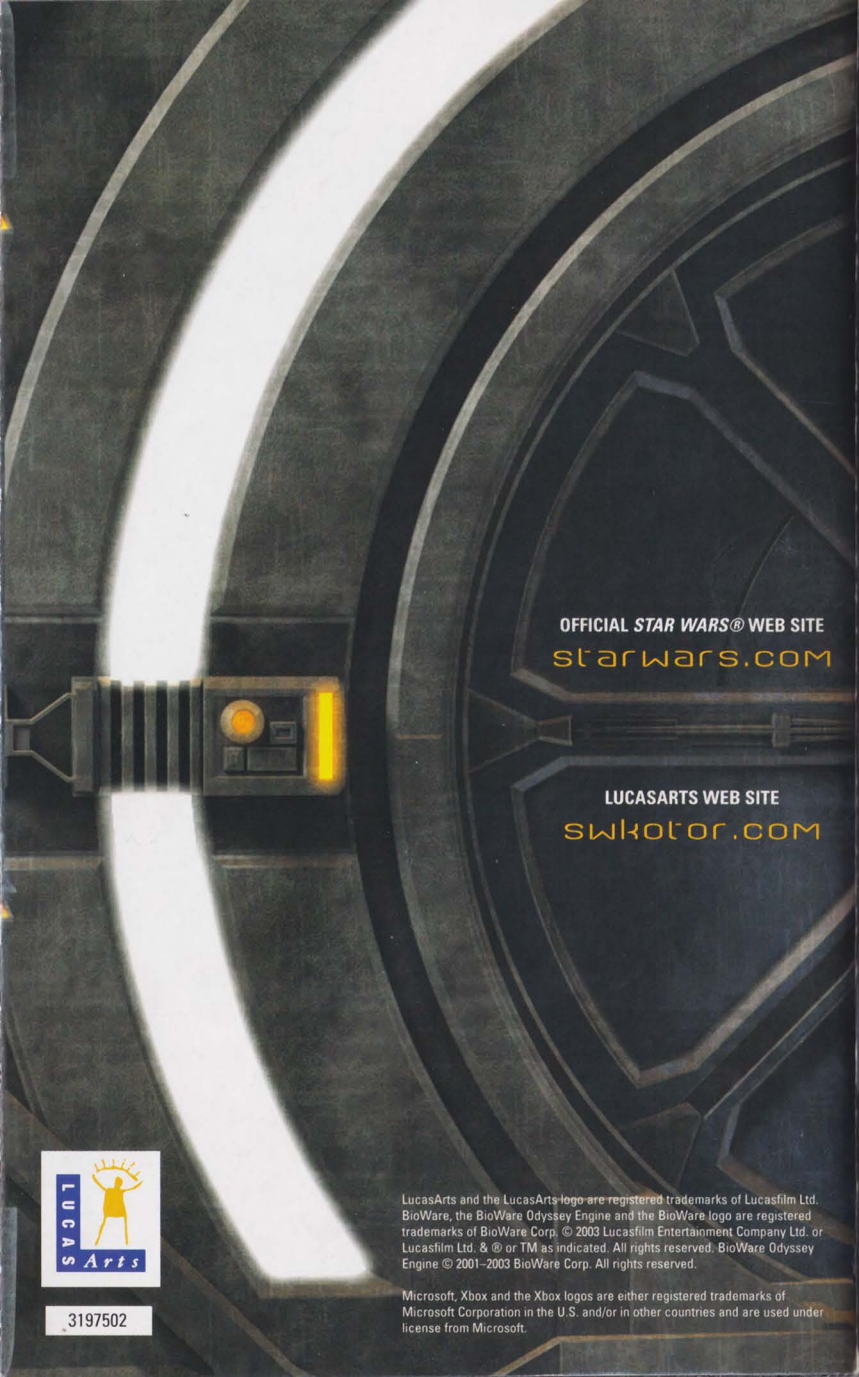

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